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March 2000

Issue 06

dreamcast

128-BIT TECHNOLOGY • ONLINE GAMING

MONTHLY

LEGACY OF KAIN:

SOUL REAVER

exclusive
review

Is this the ultimate in adventure gaming?

LARA'S COMING!

STOP PRESS!

The hottest Dreamcast
revelation yet - inside!



CRAZY TAXI

huge
review

It's virtual insanity

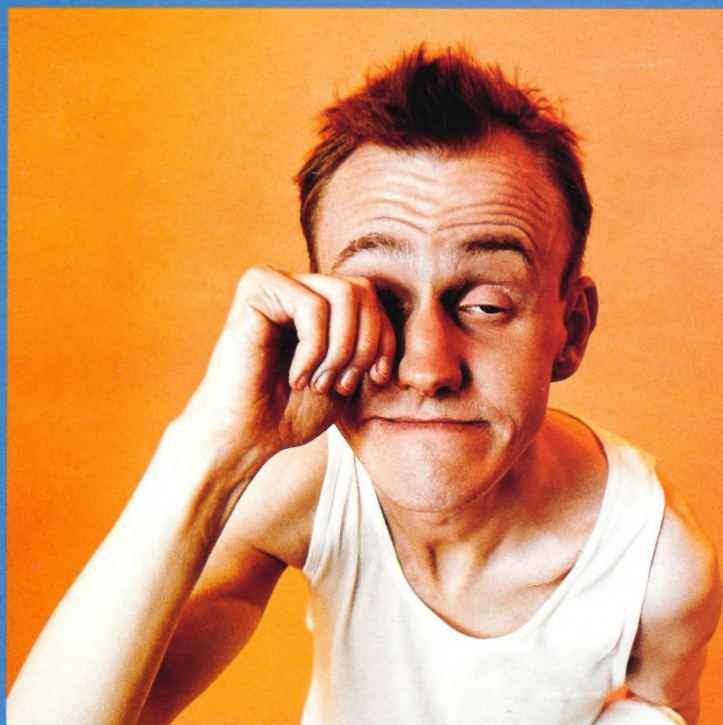
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LEGACY OF KAIN: SOUL REAVER

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The adventure inspired by some of gaming's most memorable moments has finally arrived. See our huge and exclusive review, right here, right now!



This month brings big news of the impending release of Tomb Raider: The Last Revelation (page 30). It really looks like there's been no love lost between Sega and Eidos as Lara prepares to spring into action next month, so watch out for our huge showcase review in issue 7. This month also sees our exclusive review of another of Eidos' excellent adventures: Legacy of Kain: Soul Reaver (page 20). You'll be amazed at the high resolution of the graphics, and the frame rate doubles that of the PSX version, making it the sleekest and smoothest adventure yet – well worth a look.

It seems like new benchmarks and standards are being set through different genres all over the place at the moment. Crazy Taxi's doing it to the driving genre, Rayman 2's doing it for platform games and Soul Reaver and Tomb Raider are doing the business for the action/adventure genre, not to mention Shenmue. If games keep improving at this rate, the PlayStation 2 is going to have a lot to live up to come this time next year.

Enjoy the mag.

Russell Barnes
Editor Dreamcast Monthly

dreamcast
128-BIT TECHNOLOGY • ONLINE GAMING MONTHLY

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See our astounding Tomb Raider revelation and prepare to be amazed...



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Action, strategy and earth-shattering graphical effects.

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start new game

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solution



Resident Evil 2

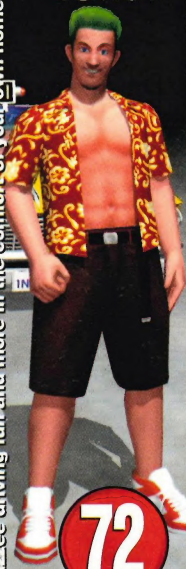
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CRAZY TAX

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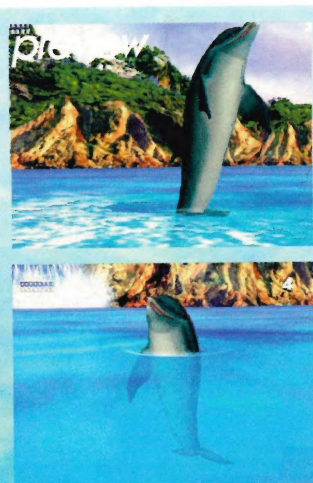
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review

Wild Metal 88

It's the Dreamcast's first true action/strategy game and it's well worth a look.

forum

GO LET IT OUT...

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DCM LETTER OF THE MONTH

Dear DCM,

I am writing to ask you if you have ever heard of a six year old completing Sonic Adventure. My son Peter, who seems to be a dab hand at most computer games, has completed Sonic Adventure in two weeks. He's completed it with every character, and as Super Sonic. (and has gained 41 Emblems). To me this seems most impressive, but then I am his mum! My other son Robin, aged nine, is a Dreamcast fan too. He's a subscriber to your magazine and he enjoys it immensely. They both had a Dreamcast between them for Christmas and Sonic was Peter's present from his Grandma. Peter was only six on the 3rd of November and received no help while playing, it does seem quite remarkable to me.

Linda Goddard (Peter's mum).



DCM: We're certainly impressed!

There's nothing cuter than a reader's mum writing in to tell us how well little Peter's doing. Bless. It's good to see that you're taking an interest in what he's doing though - I wish my mum was more like you when I was closer to Peter's age! Congratulations have to go out to Peter for being the youngest reader to complete a big game like Sonic Adventure, so we'll pick out another cracking game for you to have a bash at soon.

If anyone else out there has a brother, sister, son or daughter younger than Peter who has managed to complete a top DC game completely unaided, drop us a line at the usual address...

JUST CALL ME LARA

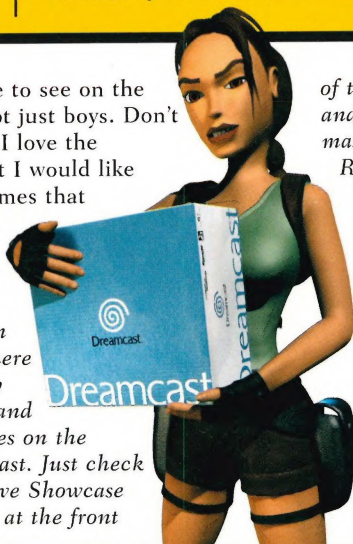
I love adventure games - fighting games and all that stuff don't really appeal to me. As you can imagine, I can't wait for the release of Shenmue. It doesn't bother me that the game will be about 70 quid or even more, because I live in Ireland. Do you know if there will be any more decent adventure games released?

In relation to Jenny and Sarah's letter, I totally agree with them. Sony and Sega should take an interest in what

girls would like to see on the market, and not just boys. Don't get me wrong, I love the Dreamcast, but I would like to see more games that we would like.

Laura, Ireland

DCM: You're in luck, Laura, there are loads of top quality action and adventure games on the way to Dreamcast. Just check out our exclusive Showcase of Soul Reaver at the front



of this month's mag and next month's massive review of Tomb Raider: The Last

Revelation to get you in the mood. Goodness, aren't we good to you? Thanks for your support on issue #05's Letter of the Month. It looks like we're onto something here - Girl Power has just turned interactive!

SEGA BASHING...

I have a minor complaint for Sega: why are all the best games beat-'em-ups and driving games? This is annoying because I always use magazine reviews to choose games and so far my games collection reads as follows: Soul Calibur, Ready 2 Rumble, Sega Rally 2 and Speed Devils. Sega should release more arcade ports like Star Wars Trilogy, Daytona USA 2 and Spikeout, instead of rubbish like Pen Pen, Mortal Kombat and Aerowings. I realise that Sega don't publish these particular games, so the shame should go to other publishers too. We'd all rather be playing games like Soul Calibur 2 than Street Fighter Alpha 3, so why do they bother?

Andrew, Bristol

DCM: It's true to say that there are more driving and fighting games than most other genres at the moment, but that's largely due to the old supply and demand factor. People like fighting and driving so that's what the publishers give - it's as simple as that. As far as arcade

ports are concerned, you've got nothing to worry about. Sega didn't create the Naomi board and Dreamcast to similar specifications for nothing, but it's important to get the right balance between arcade style immediate playability and the lasting gameplay that's always been a prerequisite of console gaming.

Having just bought Issue 5 of your magazine, I've just finished reading the Forum section and it seems I'm not the only one slightly miffed at Sega. The Dreamcast (according to Sega) is going to redefine gaming, which with certain titles it has - with games like Soul Calibur. But you look at all the games that Sega themselves have released and all of them have been, let's face it, pretty shoddy conversions. I've always liked Sega's games but in this day and age, straight arcade conversions aren't any good. Thankfully most of the big software houses are pledging allegiance to the Dreamcast and it could be these titles that keep the Dreamcast alive. Here's hoping Sega pull their fingers out.

Also, you say that Virtua Cop 2 is due out on the Dreamcast, but only in Japan. This was one of the best games on the Saturn and if they don't bring it out in Europe, what a mistake that will be. Can you not get enough support from other readers who want it and get it released over here?

Scott, e-mail

DCM: Don't you think you might be asking for a little too much, a little too soon? There are plenty of excellent arcade conversions here (including the excellent Crazy Taxi reviewed this issue), offering more gameplay and improved longevity, which are suitable for home conversions. You

Suzuki has dropped all work on his arcade projects to concentrate solely on the eagerly anticipated Shenmue, so that should show Sega's willing to please Dreamcast owners wanting more than arcade ports. As far as Virtua Cop 2 is concerned, little is known at this time. It will reach Europe and America in due course - rest assured that we'll bring you more when it happens.



dc@m@quaynet.co.uk

Will, Brighton

DCM: You're not too far from the truth on the soldering front, but there's no way Sega would provide a service to make those alterations to your Dreamcast! Making any alterations or tampering with the internal workings of your Dreamcast is in no way recommended, in any shape or form, and will actually void your warranty, making it impossible to replace should the operation go wrong. Having said that, should you still wish to play Japanese and American games on your English DC there are mail order companies around the country that will de-solder your machine for hard cash – the choice is yours.

Even though Sega have many excellent publishers already developing some top software for the Dreamcast, I think that they're missing out on some excellent development talent elsewhere. Codemasters, for example, have

some excellent games out on the PSX and PC – surely it's only a matter of time before they start developing for Dreamcast. Codemasters have got fun and challenging gameplay down to a

Sam, e-mail

DCM: Couldn't agree more, Sam. Codemasters really know what makes a good game and strive to develop

excellent gameplay, even if it's at the expense of graphical pizzazz. They have actually quite recently signed a licensing agreement with Sega, securing none other than Mike Tyson (boo, hiss!) to appear in a forthcoming boxing game. We'll keep you informed as more details are leaked in coming months.



I regret to say that I am writing this letter on an unhappy note. I work for a computer store, and I cannot help but be concerned for the success of the Dreamcast. Sales of the console have, I am afraid to say, been quite slow, and despite what everyone says the selection of games is (in my opinion) quite poor. Admittedly there are some good games amongst the many bad eggs, such as Soul Calibur, House of the Dead and Sega Rally 2, but that is it. The game selection is very limited, and I still find that the games on my Nintendo 64 are much more entertaining. Indeed, it does seem that Sega are following the path that Nintendo did, by delaying games and after their pre-Xmas one-game-per-week release schedule, the releases have slowly but surely declined.

Having said that, I do have to admit the release schedule does look very promising, with titles such as Crazy Taxi, Evolution, Sega GT and many other notable titles, and I am looking forward to them immensely. But this does not bely my fears that the PlayStation 2 will annihilate the Dreamcast – no matter what anyone says, the Dreamcast is in big trouble if Sega do not pull their finger out. They may have a chance if they ever get the online games up and running, but when will that EVER happen? It seems as if it never will.

For the moment I am standing firmly by my Dreamcast, however I do not know how long it can survive – Sega had better act quickly. My

advice for Sega is to **RELEASE SOME MORE GAMES AND DO IT FAST!** Otherwise, who knows what will happen. So, I turn to you guys – can you answer my questions and end my fears of DOOM for Dreamcast?

Nick, e-mail

DCM: *There's no doubt that what you're saying is true, but you have to take into consideration that, bar Easter, this time of year is very slow for all console releases, not just Dreamcast. Publishers know that once Spring arrives the majority of their gaming audience turn their attention to outside pursuits and only the hard core gamers (accounting for a very small percentage of any console's user base) are still button-bashing in a darkened room. Why should any publisher want to release their biggest games when there's only a very small marketplace to play with? Sit tight and don't panic; this isn't the end of Dreamcast yet, just a low point on the console gaming calendar. Hope you're feeling better.*



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For your chance to be the proud owner of any game of your choice, simply write to us with your usual trials and tribulations – it couldn't be easier! Make sure your letter is sharp/intelligent/funny/sarcastic enough to be DCM's Letter of the Month and the game at the top of your wish list will be winging its way to you, courtesy of those lovely people at Gameplay.

Make sure you include your full name and address and the name of the game you would like to win, or you'll be kicking yourself for a week when you don't win. Don't just sit there – get writing!



NEWSCAST

bringing you the latest news and views from around the world

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CROC COMES TO DREAMCAST

Did anyone ask him to?

Another one from the rumour mill is that Fox Interactive are busily working on bringing their decent if unspectacular platformer Croc 2 to the DC, with a late summer release a possibility. Now for those who don't know, Croc 2 was a very cute, but not overly enjoyable title that didn't really set the world alight first time around.



The sequel to Croc: Legend of the Gobbos, which enjoyed a fair amount of success on the

PlayStation and PC, Croc 2 has been resident on Sony's console since last summer, and whilst it's better than the original game, the whole platforming genre is moving at a pace that Croc simply can't keep up with.

If we must have aged PlayStation platform games, how about giving us Ape Escape or Spyro instead?

SO ARE THEY IN OR OUT OF THE GAME?

Electronic Arts may never take the plunge?

With software companies across the globe embracing the Dreamcast and developing quality games for the format as fast as their coding fingers will allow them, it's been a major surprise that the world's largest computer games company, Electronic Arts, have failed to make any commitment to the format, whilst continuing to support the likes of the dying Nintendo 64.

However, rumours are beginning to circulate on the other side of the world that there may be some movement in the EA camp, and the company (who even wrote games for the Saturn, don't forget), who have expressed concerns about the long term viability of the console, may now be showing signs that they're hooked on the damn thing too.

Mind you, we should point out that the rumours we've been privy to have been in Japan and the States, with the European stand not altering from the usual waffle about 'continuing to evaluate the format and how no decision has yet been made'. Yawn. Sounds like the proactive approach required by a huge software company to us.

To add to the fun, just as we were going to press, news seeped through that it appears that Electronic Arts will be backing the PlayStation 2 from day one, with a souped-up version of FIFA 2000 in the works. We're saying nothing, but let's hope that by the time EA Sports ramp up to release FIFA 2001 onto the market, we're telling a slightly different tale. If they need a push, they should check out the news of Midway's success, which can be found elsewhere in these pages.

SOUTH PARK GO RALLYING

And you will respect their authoritae!

Clearly not getting the hint from the less-than-impressive performance of Chef's Luv Shack, Acclaim are obviously intending to wring every possible dime out of their South Park licence. Result? South Park Rally, a more promising looking game of racing, involving the irritating little bastards who inhabit the series. From what we've seen, it's got the antics of Mario Kart firmly in its sights, only with a lot more rude words. It should be out any minute, and if it measures up, expect multi-player mayhem around our office in the imminent future. If it doesn't? Sod it, we'll play Speed Devils instead. We're harsh and ruthless like that, y'see.



DREAMCAST SELLS BUCKETLOADS!

Give yourself a pat on the back, Sega

As if we needed to know, the Dreamcast success story continues with little sign of slowdown. Apparently, during the month of December, one Dreamcast was sold every ten seconds in the States, and the console is now the fastest selling games console ever. Over one and a half million of the little blighters are now in American homes, and us Europeans aren't far off the million mark either. Perhaps we can all forget about the Saturn now, eh?

READY 2 WRESTLE

Second title to pack a punch

Midway are rumoured to have a sequel to their smash-hit game of boxing in the works, going under the title Ready 2 Rumble Wrestling. Due out in the latter half of the year, our best guess is that it's going to take the same irreverent approach to the sport, whilst delivering a stonking piece of entertainment in the process. That means you should expect more of the same breed of crazy characters, more over the top shenanigans before the bout starts and more supercharged sales figures. Can't argue with that.

Anyway, beyond Ready 2 Rumble Wrestling, we're wondering what other sporting games Midway can tack on to the end. Ready 2 Rumble Vinnie Jones Football perhaps, or maybe a highly vicious bout of Ready 2 Rumble Subbuteo? Maybe not.

POWERSTONE SEQUEL'S ON ITS WAY

Oh my God, it's going to be huge!

Sit down and get ready for some very good news. Firstly, not only is Power Stone 2 absolutely definite, but it's also going to be four player! Anyone who has had the pleasure of encountering Power Stone's two player mode will know that this is a very good thing indeed, and gives us good cause to rejoice. Oh, and you'd better start saving towards those extra gamepads as well, cos you're going to need them!

We'll have more news on this eagerly awaited sequel in a future issue, but in the meantime keep your summer absolutely free, as that's when the game is due in UK stores. Thank you, God!



TIME CRISIS 2

More arcade action

Guns at the ready, as the sequel to the PlayStation's best light gun game is headed over to the Dreamcast. Time Crisis 2 isn't due for quite a while yet, but rumours from Namco suggest that us Sega owners may be seeing it when it does appear.

Time Crisis, for those who don't know, is the game where - armed with a light gun - you're sent in against lots of baddies on a rescue mission. The original is short term fun, and half-decent gamers had it wrapped up in a couple of days, but it's still one of the purest slices of arcade entertainment the PlayStation ever brought into your home. The beauty of the arcade version of Time Crisis 2, for those who live blissfully unaware of life's pleasures, is that it supports two player. Now how about plugging two light guns into your Dreamcast, switching off the lights and re-emerging a much harder, if completely bleary-eyed individual? We live in hope.

It'll be out at the end of the year at the earliest, we'd guess, but keep watching the news pages and when we know, you'll know...



TONY HAWK SKATES ONTO THE DREAMCAST

And he's bringing his game with him

PlayStation hit Tony Hawk's Pro Skater is headed over to Sega's baby, hopefully bringing with it some of the quality gameplay that accompanied its previous release. Activision are the people behind it, having made a decent amount of loot with the PSX version. Expect enhancements for the Dreamcast version, and a release in the next couple of months.



STOP PRESS

SOAP AND WATER

Word is that Sega and the Isao Corporation are joining forces to create some software that'll censor rude words and general obscenities across Internet chat rooms. Mind you, the only reason people were swearing was because the online games network wasn't up and running...

GET READY TO RACE!

With eleven characters from the Hanna Barbera cartoon and the promise of some fantastic racing action, it's with some relish that we await Infogrames' take on their latest licence, Wacky Races. With the likes of Penelope Pitstop, Dick Dastardly, Muttley (complete with dirty laugh, we hope) and the Ant Hill mob all to be included, the game will be speeding onto the Dreamcast around June. That gives us plenty of time to watch lots of the cartoons and refresh our memory. Which we will. Now who's going to give us a game of Batfink next - his wings are like a shield of steel, y'know.



PROSPECTS

GAUNTLET LEGENDS

An RPG-ish action game where you can choose to play any of four characters. Explore literally hundreds of dungeons, collect all the usual objects like food, spells and treasure, and battle against multiple enemies. Rumour has it this title will be four player but with no release date as yet, Midway are clearly keeping things temporarily under wraps.

ICEWIND DALE

A single or multiplayer RPG from Interplay. This again focuses on dungeon adventuring and promises to be massive, with around ten major areas to explore. It'll be out on PC soon and as long as the DC version of Baldur's Gate sells well, Icewind Dale will be next in line for release.

SEGA SWIRL

This looks like a very odd-looking game. It's Sega's new columns-type title, where you must clear a number of column objectives (usually involving selecting those of the same colour) to make the swirls disappear from the screen. Elements of Puyo Puyo and Bubble Bobble make this one a winner already.

UNDERCOVER

This game stars an 'undercover' female police officer in Japan. All we know at the moment is that she apparently underestimates her skills as a police woman and that some of the gameplay involves an element of character building. Nothing else is known as yet, but from the screenshots we've seen, it doesn't look that dissimilar to Blue Stinger or Resident Evil. Watch out for more info soon.

THE NIGHTMARE RETURNS

Nightmare Creatures sequel announced

It was Activision who enjoyed a modest PC and PlayStation hit with the supposedly moody horror-fest Nightmare Creatures. The critics were quick to point out that it was far from a masterpiece mind you, but in a world where you don't have to do a lot to justify the emergence of a sequel, it's been revealed that Nightmare Creatures 2 is well on the way. Fortunately, it's shaping up to be far more impressive than its predecessor.

The plot is some hokum about stopping a risen-again madman in the 1930s, which all sounds to us like an excuse for some classy period gothic horror. It's also shaping up to be a majorly cinematic piece of entertainment too, with plenty of cut scenes and film-like elements rumoured to be the order of the day.

Expect it to be packed to the rafters with blood and gore when it arrives, but don't expect Activision's name to be on the box. For the sequel, programmers Kalisto have handed the reins over to Konami, and we expect a release around summertime.



CODIES ARE IN, BUT WHAT ARE THEY DOING?

Codemasters ready with a release list

New reports suggest that British publishing force Codemasters have committed to the Dreamcast console and are busy burrowing away on some cool games to keep us glued to our Segas. Now this is all unconfirmed at the time of going to press, but we're guessing that one of the company's big 2000 releases might just make it onto the DC. That'll be one of Colin McRae Rally 2, TOCA 3, Prince Naseem Boxing or a snooker game they're working on. Any of the first three will do us just fine.



FOUR PLAYER FUN

Titus announce multiplayer game

Rumoured to be coming soon from Titus is a brand new four player racing game by the name of Dream Roadsters. Instead of going for the online approach though, it looks like a traditional four way split screen is winning the designers over, and hopefully we won't have long to wait, with the game due out in the next sixth months - turn to Page 42 to find out more.

DOGS AND ALIENS

Just like the movies

Two movie sequels are heading Dreamcast-wards, with new licensed games from Fox Interactive and Disney Interactive. Fox are porting over their interpretation of Alien: Resurrection,



which offers ample opportunity for a claustrophobic first person action adventure, not a million miles away from the superb Aliens vs Predator PC game. Meanwhile, Disney will be offering us an interactive version of the forthcoming 102 Dalmatians - and that's whether we want them to or not. More news on both as it comes in.

MARVEL VS CAPCOM 2

Some news just in...

More news on the upcoming Marvel vs Capcom sequel, which we told you briefly about last issue. Firstly, we're getting quite excited about the rumoured prospect of a three-on-three scrap, which could make for some quite interesting post-boozer shenanigans. Then, secondly, is the news that whilst the Dreamcast version will share 18 common characters with the



arcade version, it'll also have 16 that are unique to the DC. The characters are yet to be confirmed, but suffice to say they've got our attention.

However, we still have genuine concerns over how well a 2D fighter is going to compare to the likes of Soul Calibur and the forthcoming Power Stone 2. We just care too much, that's our problem...

SEGA DO THE BUSINESS

Dreamcast support continuing to grow

Those who wrote off the Dreamcast early on are continuing to have to eat their words, as even the industry itself is accepting that the Dreamcast is here to stay. According to Internet rumours, industry insiders are reporting a huge amount of enthusiasm for the little white box, with Sega themselves particularly winning

praise for the support they've offered. Certainly a couple of the programming teams we've spoken to have been more than pleased with the help that Sega have given them. So that's good, then.

SEGA

MIDWAY GET THEIR REWARD

DC support pays off

If you were making a list of the companies who were willing to stick their neck out and throw their full weight behind the Dreamcast, you'd have to put Midway somewhere near the top of the list. Okay, not every game's been a winner, but Ready 2 Rumble Boxing was a launch day diamond, and they've enjoyed success with their NFL game too. Anyway, the company have been reward with an upturn in sales of 76%, largely attributed to their commitment to Dreamcast software, which already registers around 17% of their revenue. Not bad for a console that's not even a year old...

DC DRAGGED INTO FIGHT?

A new lawsuit filed by Rambus against Hitachi at first glance has little to do with the Dreamcast. However, when you consider that the allegations also concern the CPU at the centre of the Dreamcast, you can begin to see the crossover. A simple guide to what it's all about? Rambus think that Hitachi owned the rights to the CPU which Hitachi passed off as their own. However, whilst the fight commences, don't panic. The chances of your Dreamcast being recalled or cited as exhibit 'A' in a court of law are, we reckon, absolutely nil.

DON'T FORGET YOUR STRATEGIES

In need of help? Then perhaps you've forgotten about our sister magazine, Dreamcast Strategies. It's on sale now, packed full of tips and solutions for those frustrating Dreamcast moments...



SOUL CALIBUR 2?

Rumours of a sequel

More underground news suggests that a new arcade machine by the name of Soul Calibur 2 could be appearing before the end of the year, utilising the Naomi board that makes Dreamcast conversions so straightforward. We'll keep you posted...



MORE F1 RACING FUN

Ubi Soft and Video Systems get their heads together

Video Systems have already brought the first Formula 1 game to Sega's latest baby, so it's little surprise that they're capitalising on their talents and putting together another. Developed in conjunction with Ubi Soft, the new racer will go by the straightforward title of Formula 1, and the early thought is that this

one's going to steer more towards simulation than being a straight arcade racer. We're expecting it'll get the chequered flag around summer, although that's subject to confirmation. Whatever, here's hoping that this zooms to the front of the pack to lead the slightly disappointing selection of racers currently jostling for position on the DC.



FROM THE HORSE'S MOUTH

Interested in accurate release dates? Want the latest release dates direct from Dreamcast's PR folk? Then here are their latest offerings...

Crazy Taxi

Sega 25-Feb-00 £39.99



NBA 2K Visual

Concept 03-Mar-00 £39.99

Red Dog

Argonaut 03-Mar-00 £39.99

Zombie Revenge

Sega Easter season £39.99



Ecco the Dolphin

Appalosa Easter season £39.99



M-SR

Bizarre Creations Easter season

Provided their idea of an Easter season doesn't span the best part of a month or two, then it ain't going to be chocolate eggs you're wanting when the Easter bunny comes hopping by...

PUZZLE FUN SENT SEGA WAY

PC puzzler being ported to Dreamcast



On the international front, a Dreamcast version of one of the world's most popular and endearing puzzle games is heading onto GD-ROM.

Shanghai Dynasty is a version of the ancient game of mahjong, a puzzler of matching tiles and clearing screens, whilst trying to

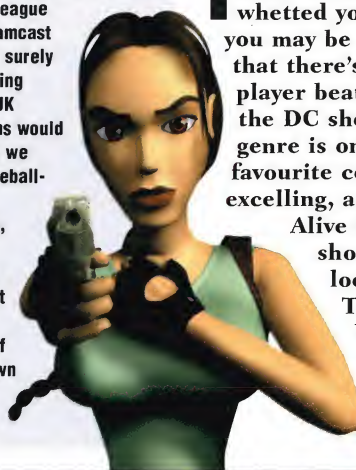
prevent your brain from exploding at the same time. The Shanghai brand has graced numerous formats before, and our version of the game will support up to four players, as well as five modes of play. Sounds like just the ticket for the quieter moments between Sonic and Soul Calibur, if you ask us. We'll bring you news on a UK release as (and if) we get it.

MAJOR TITLES RELEASED BY THE BUCKETLOAD

Could we get ISS after all?

With Tomb Raider 4 proving our most wanted feature from last issue wrong within seconds, our speculative minds have instantly turned to another of the titles on the list – International Superstar Soccer Pro (or ISS Pro for short). Anyway, we're hearing word that Konami could well be bringing their Stateside based Major League Soccer game to the Dreamcast over there, which would surely just require some tinkering around with to make it UK specific. Okay, the teams would have to be updated, and we wouldn't want some baseball-loving Yank doing the commentary or anything, but it's a possibility.

Unfortunately, that's all it is at this stage, but that doesn't mean that this isn't the first sign of light we've glimpsed down this particular tunnel – because it is.



MORE FOUR PLAYER FUN

Trend continues to Dead or Alive 2



If the news that Power Stone 2 will be four player has whetted your appetite, then you may be interested to hear that there's another four player beat-'em-up headed for the DC shortly. The fighting genre is one in which our favourite console seems to be excelling, and when Dead or Alive 2 makes it to these shores, it's a trend that looks set to continue.

Tecmo are the people behind it, and from what we've seen so far, it looks bloody gorgeous. More as we get it.

global news

A LINK TO THE GAMEBOY?

Pokemon links hands with Nintendo's handheld

Pokemon-wannabe Animaster is set for release in Japan come April time, and there's a possibility that there could be an option to link the game up with the Gameboy. It's not the first time that the Dreamcast has been associated with a handheld console, as the NeoGeo Pocket from SNK is also looking to utilise some of the options on offer.

We're awaiting confirmation on whether Animaster will indeed have this look, but what we do know already is that you play some Animas who have to go off and fight other Animas. There's much more to it than that of course, as you'll be able to find out if you shell out for an import copy. If there's any news on a UK release, you'll read about it in Dreamcast Monthly.

ROOMMATE RYOKO RETURNS

Japanese will have fun with virtual dating

Roommate was one of the most popular and better-selling titles in Japan when the Saturn was having its heyday. Dating games were, and still are very popular throughout the Orient and now it seems that an up-to-date version will be chatting up the Dreamcast in the future.

It's full of a lot of complaining and yelling – confused? Well, the Saturn version of the Roommate series utilised the console's

internal clock to keep track of how long you left Ryoko alone in the virtual home. The longer you're at school the angrier this character gets: say if you were to return home late and turned the Saturn on, you might catch her in the shower.

As yet there is no indication as to whether the DC version will make use of the internal clock again (but you would think so) and there's also been no whisper of a release date as yet.



UPCOMING HARDWARE

New Dreamcast add-ons on track

Don't panic, we're not talking Mega CD or 32X here, but we thought a brief round up of some of the rumoured and confirmed hardware additions for your Dreamcast might be in order. Firstly, Iomega - who specialise in back up drives for PCs - are still on course to bring a Dreamcast compatible Zip drive onto the market, capable of storing 100MB of data on a single disc. Who needs memory cards, right?

Next up, the latest word from Japan is that a digital camera is in the offing as well, so you can, er, take some pictures of yourself and send them via the Dreamcast's online capabilities. That's if you really want to. Still, there's always the much-talked-about-but-we-should-actually-see-it-in-a-couple-of-months DVD add-on, which will allow us the immense pleasure of viewing DVD movies via the Dreamcast, a couple of months before the Playstation 2 arrives with the same feature built in. We're looking forward to that one.

In terms of peripherals and so forth, Sega have finally confirmed deals with third party manufacturers such as Mad Catz and Interact, which means some unofficial, non-Sega branded controllers and the like should be heading to the market, with their blessing, very shortly. Hopefully they'll be up to the job and save us a few quid in the process. And we might actually see some keyboards on sale too, if we're lucky.

WRESTLE ON

ECW replaces WWF

We weren't too impressed with WWF Attitude when we reviewed it a few issues ago, predicting that tolerance for PlayStation ports was low and that we'd far prefer

a Dreamcast-developed wrestler as opposed to cast-offs from other machines. And what do you know? Acclaim look set to do just that with their upcoming wrestling game, this time sporting the licence of the ECW instead of the WWF. Firm details on the game are sparse, but here's hoping that Acclaim genuinely harness the power of Sega's white wonder this time around.

FROM GAMING TO FILM MAKING

Shadow Man to be a film?

Whilst we wait for a major Hollywood star to step forward and dress up as a blue hedgehog, it's been left to Shadow Man to become the first DC title that makes it to the big screen. Actually, that's not strictly true, as Shadow Man has a history in comic books and such like, so it's just mere coincidence that it appeared on the Dreamcast as well.

Currently on the casting couch? None other than Boyz N The Hood and Three Kings star, Ice Cube. Despite his odd name, he could be a decent choice too. We eagerly await details on the next DC Hollywood adventure - Ready 2 Rumble Boxing: The Movie. Just kiddin'...



VIRTUA FIGHTER RETURNS

Back for a fourth instalment

It now appears that there will indeed be a Virtua Fighter 4, first in the arcades and then inevitably moving across to the Dreamcast in due course. Nothing's been seen of the top secret game yet, but hopefully the new version will make up the ground lost between the last version and the likes of Soul Calibur.

EMPIRE BUILDING

Is Microsoft's hit really heading for the DC?

If the latest American release is to be believed, then Microsoft's gigantic action strategy epic

Age of Empires 2 could well be heading for the Dreamcast. The game is superb and highly involved, especially when played against real players across the Internet (is anyone out there getting our hints here?). It involves building up your civilisation (set in various historical periods involving the likes of William 'Braveheart' Wallace and Joan of Arc), before going off and whacking everyone else into submission. Actually, that's not strictly true, as to succeed you're more than likely going to have to make allies and trade with other people. Perhaps then you can unite your forces and go hell for leather to defeat the enemy? When we have official confirmation, we'll let you know. But we're damn sure you'd need a mouse to play it.



COMPETITION WINNERS

Remember that UEFA competition we ran back in Issue 2? Well, we have some winners. The question was: Which company currently sponsors the FA Premier League? Loads of you got the answer right - Carling. So all these people can expect a UEFA Striker branded Dreamcast in the post...

Paul Davies from Portchester in Hants
Jane Sendel from Norton in Sheffield
Jason Watts from Treowen in Gwent
Mr Renner from Edlington in Doncaster
and Daniel Mogg from Reddich

CONGRATS!

CHART WATCH

Want to know what the biggest sellers are on the Dreamcast? Want to know if anyone other than you bought a copy of Chef's Luv Shack? Well you're in the right place, as here's the latest, up-to-date bestsellers chart, courtesy of those mighty fine folk at Chartrack.

1	SOUL CALIBUR	Namco
2	SONIC ADVENTURE	Sega
3	UEFA STRIKER	Infogrames
4	READY 2 RUMBLE BOXING	Midway
5	SEGA RALLY 2	Sega
6	WWF: ATTITUDE	Acclaim
7	HOUSE OF THE DEAD 2	Sega
8	TOKYO HIGHWAY CHALLENGE	Crave Entertainment
9	WORMS ARMAGEDDON	Team 17
10	WORLDWIDE SOCCER 2000	Sega
11	AEROWINGS	Crave Entertainment
12	F1 WORLD GRAND PRIX - DREAMCAST	Video System
13	TOY COMMANDER	Sega
14	BLUE STINGER	Activision
15	POWER STONE	Eidos Interactive
16	TRICKSTYLE	Acclaim
17	FIGHTING FORCE 2	Eidos Interactive
18	SOUTH PARK - CHEF'S LUV SHACK	Acclaim
19	SNOW SURFERS	Sega
20	SOUL FIGHTER	Mindscape

Chart compiled by Chartrack. Copyright ELSPA

Surprises? How about the top ten placing of the likes of Tokyo Highway Challenge and WWF Attitude, whilst quality fare such as Power Stone and Trickstyle battle it out nearer the bottom. Still, we can't complain about Soul Calibur and Sonic Adventure right at the top, and clearly many of you are loaded, as you've gone and bought House of the Dead 2 and copped a light gun at the same time...

HOW'S IT HANDLING?

Eidos and Capcom do a deal

Obviously flushed with the success of Power Stone (although judging by the latest sales chart, the quality of the game isn't exactly being reflected into copies sold), Capcom have confirmed that Eidos will continue to handle their games in Europe. As Eidos are currently ramping up for the PlayStation release of Resident Evil Code: Veronica, it may not seem

the most consequential news to us Dreamcast folk, but to have such a DC-committed company as Eidos handling Capcom stuff is okay by us. Mind you, we thought Virgin were okay as well, but we don't make the decisions. Oh, and don't forget that a Dreamcast version of the new Resident Evil game is also part of the deal. That's very good news indeed as far as we're concerned...

MIDWAY REVIVE THE BMX

And why not?

You've got to hand it to Midway – they're certainly willing to try something a bit different, and thanks to a deal with Gravity Games, they're looking to revive one of the 1980s most essential accessories – the BMX bike.

With skateboarding strongly back in fashion, courtesy of a string of hit games such as Tony Hawk's Pro Skater and Thrasher: Skate N Destroy, the aim if for Gravity Games: BMX to turn the player towards the stunt-filled antics of the BMX, and we'll know how it's all going to pan out when the game is eventually released at the end of 2001. We like to hear long term planning like that, even if it does expose our impatient side.

WE WANT DINOSAURS!

Can Internet democracy persuade Acclaim to bring Turok 3 to the DC?

We're shortly to find out how strong the power of the Internet really is. That's because online gaming site videogames.com have tried to sort out once and for all the issue of whether Turok 3 will appear on the Dreamcast.

Published by Acclaim, the first two instalments of the dinosaur-infested Turok franchise have found their natural home on the N64. The plan is for Turok 3 to be developed for the Nintendo 64, which most pundits accept is on its last legs. However, rumour from inside the programming team of Turok 3 hints that they too would like to see a Dreamcast version. Acclaim have not been short of support for the Dreamcast thus far. Their catalogue for the console includes two games that scored 9/10 from ourselves – Trick Style and Shadowman.

Videogames.com put a poll on the front of their website to allow people to vote for which format they'd prefer the game to appear on, and can you guess what? The Dreamcast was winning 3 to 1, with over 8000 votes cast. Now we just have to sit and wait...

COPS AND ROBBERS

Fight or protect the law in THQ's new driving game

According to the Internet site of THQ, the company are hard at work on a brand new driving game that could well be something special. Thus far only Speed Devils has grabbed our attention in the driving stakes, although with Sega GT and Crazy Taxi due for release imminently, this is hopefully a problem that's shortly to be rectified.

The new game goes under the title of Felony Pursuit, and requires you to make the conscience-busting decision of whether you're going to play the cops or the criminals. As you'd expect from the title, it's a chasing game, set



ELECTRONICS BOUTIQUE – NOT FOR SALE

Potential movement on the High Street?

Following a succession of rumours surrounding a potential takeover of the company, High Street videogames giant Electronics Boutique (who also own the Game chain of stores) seem to have put a firm 'Not for Sale' sign in their front window.

The talk had been that the Dixons electrical chain store were interested in acquiring the company, which has been valued at around £110m – approximately half the boss' salary, in other words. The Kingfisher Group – who have the likes of Comet and Woolworths in their business – have also been sniffing around EB, but thus far everyone seems to be denying everything. Knowing how our predictions have been going lately though, they'll have been sold and split up by the time you read this...

across a gigantic playing arena that's supposed to cover seven neighbourhoods across 100 miles of city. However, what makes things interesting is the realistic way in which the city operates. If you're looking to make a quick getaway, you'll avoid the town centre come rush hour time, and head for the quieter suburban areas.

You'll get 38 missions with the game to keep you busy, and these will vary from the likes of escorting vehicles and tailing suspicious individuals to keeping out of the way of the police and tampering with evidence. Oh, and there's illegal racing, and the game will let you define a set race track through the city for you to practise your best times on. The game is due for release in America around Springtime, and we expect a UK release shortly after that, with a bit of luck.

SCOOBY DOOBY DOOOOOO!

Could he be heading for the Dreamcast?

Hats off to THQ, who have shelled out for the rights to make games based on surely the greatest animated character of all time (sorry, Homer), Scooby Doo. The deal gives the company the global rights to Scooby Doo for the purpose of creating videogames, and gives them until December 2003 to do it. The deal is surprising, given the fact that Southpeak Interactive have just released Scooby Doo and the Mystery of the Fun Park Phantom, although even Scooby devotees have had to concede that it wasn't very good.

Still, that's not going to stop THQ setting to work on a couple of Scooby titles, and we're hoping that the DC will see the fruit of their labours. The first title is due at the very end of this year. Let's just hope it doesn't have Scrappy in it, that's all we have to say.



FANCY WATCHING CHANNEL 5?

It's yet another show with computer games on it...

Now that It's a Knockout has finished, Channel 5 are clearly in need of something to get their ratings moving, and so they've turned to a computer animated magazine show that aims to dabble in the wondrous world of movies, music, gizmos and – shock horror – video games!

Starting on March 5th of this very year, TooMuch is due to stay on our screens until 28th May, meaning thirteen long weeks of fun and frolics. Target age range? 12-24. Enjoy the show...

HELLO LADIES,
FANCY A FOURSOME?



RAYMAN 2
THE GREAT ESCAPE

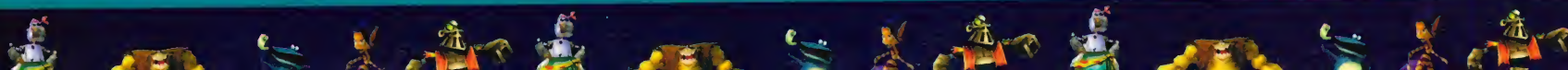
MAKE A DATE IN MARCH



www.ubisoft.co.uk



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From the depths of the Czech Republic, a small bunch of programmers are busy putting the finishing touches to what could be the next big Dreamcast game – Hidden and Dangerous. We sent Simon off to interrogate them...

As regular readers of this magazine will know, when we get into interview mode, we ask our questions nice and bluntly, even if the people in question are behind one of the most anticipated PC ports we've yet to see on the Dreamcast. 'Who are you?' we demand to know, leaving our interviewees quaking in their boots at the ferocity of our questioning.

Nah, just kidding, we're talking about Illusion Softworks here, a team nearing their third birthday and already with a fair number of friends to boot. And in our usual intrepid way, we asked their Managing Director for a bit of background. Fortunately for the sake of our article, he agreed. "I am Petr Vochozka", he announces, "the

Managing Director of Illusion Softworks and Producer of all of our titles". He moves on: "Our company was founded in 1997 and we are located in the Czech Republic. Until now we have only released 'Hidden and Dangerous' and the subsequent Mission Disc, 'Fight For Freedom'. We are currently working on 3 projects: 'Hidden and Dangerous 2', 'Flying Heroes' and 'Mobsters' (working title)".

Big Success

You're probably guessing right about now that Illusion have done the majority of their work so far on the PC, and to be fair it's there that they've enjoyed their greatest success, with the phenomenal critical and public response to

their aforementioned debut, Hidden and Dangerous. "We were always confident that Hidden and Dangerous would be successful, but you never know exactly how the public will react to your game", admits Petr of their smash hit. "Fortunately, they felt the same as we did and we were pleased that ratings of the game very rarely fell below 90% and the game sold in huge numbers". And pleased he's right to be. If you've already checked out our preview this issue or had the pleasure of playing the game on the PC, then you'll already have a fair idea of what a fantastic piece of gaming entertainment this is.

It's certainly a title we're happy to welcome to the Dreamcast, and it seems that the company is a fan of the format too: "We always wanted to penetrate the console market, because we really like it. We especially like the fact that a console is one format with

fixed specifications, so the game will work on one, and on the millions of others that have been sold", says Petr. "You can totally optimise your code and



concentrate on getting the best from the system. In the case of Hidden and Dangerous, only Sega's Dreamcast was, in terms of capabilities, comparable to a PC and used Windows CE, so we would have been foolish not to make use of this potential and make a Dreamcast version". We agree with you wholeheartedly, but just wish some other developers shared the philosophy. Obviously the company haven't ruled out developing for other formats, and they admit to looking seriously at other platforms (with a PSX2 game in development). However, we hope there's some significance in the fact that they've picked the DC for their initial console appearance.

Cut Down?

Still, we're realistic, and having had a dabble with the PC version of the game, it became clear that even some high-end machines were struggling to run Hidden and Dangerous to its full potential. Surely compromises have had to be made to squeeze it into a DC game? "We had to reduce the number of polygons with Alpha channels (transparency and lighting) and add lower detail to a few objects when looking at them from further away" they admit, also conceding that "even in the PC version, a number of missions required the power of an above average PC, so we had to slightly adapt the design of a few of these levels". Still, that doesn't sound too major to us, but we do suspect that the complex control system is going to cause a few problems.



■ The action is thick and fast. Remember; duck and cover.

The PC version of the game utilises several control keys as well as a mouse, which puts it pretty much beyond the average Dreamcast player. "It took us a while to adapt the controls to the more limited joypad", Petr admits. "Anyway, we managed to do it in a very user-friendly configuration. It shouldn't take the user long to learn at all", which is certainly good news as far as we're concerned. The lack of a mouse does mean that the accurate aiming techniques from the PC version have had to be adapted too, but on the positive side, the DC version of the game will help the player out a little in that department. The company are also planning to support the Dreamcast's online gaming capabilities too, although they didn't have any firm details as we went to press.

What Next?

What's become clear throughout the course of our conversations with Petr is that Hidden and Dangerous is not just a straight plonking of a game from one format onto another, and it does appear that a lot of work has gone into making the game DC-friendly. Whilst we'll spare you the technical details, Illusion have had to do a fair bit of

work to get Hidden and Dangerous to the Dreamcast, and in our view it's a damn good thing. Just look at Acclaim's WWF game to see the perils of the straight port.

Anyway, we're bidding Petr adieu now, leaving him to play with his other favourite DC games (Ready 2 Rumble Boxing and House of the Dead 2, if you're interested), whilst also concentrating on the crucial job of getting H&D onto shop shelves before Easter. But we can't resist – any chance of seeing those three upcoming titles you mentioned at the start on the Dreamcast? Apparently not. "These titles are specially developed for really hi-end PCs, so it is unlikely they will appear on the Dreamcast", says Petr, whilst also revealing that one of them will be heading for the PlayStation 2. Let's hope that after a few more bouts of Ready 2 Rumble, a blast of Shenmue and a scrap on Soul Calibur, Petr changes his mind, eh?



WE ARE CONFIDENT THAT
HIDDEN AND DANGEROUS WILL
BE SUCCESSFUL

Publisher	Eidos Interactive	Developer	Crystal Dynamics	Origin	UK	Genre	Action/Adventure
Available	February 2000	Players	1	Price	£39.99	Contact	0181 6363000

INITIALLY...

ONE OF THE BEST INTRODUCTIONS IN EXISTENCE. THE IN-GAME GRAPHICS MAKE A POOR FIRST IMPRESSION AND THE ACTION SEEMS FAIRLY LINEAR, BUT THINGS VERY QUICKLY START TO IMPROVE AS YOU ARE TRAINED IN YOUR BASIC SKILLS.

LEGACY OF KAIN: SOUL REAPER

He's arrived and is ready to seek revenge on the evil Kain. Think not of what PlayStation has done for this title, but what the Dreamcast is about to do. Prepare for an unadulterated gorefest of gameplay as you once again play the part of Raziel in the continuing legacy that is Soul Reaper...

A long running group, Crystal Dynamics are most famous for their Gex, Pandemonium and Soul Reaver series. The San Francisco based company were taken over in September of 98 for a respectable £47 million by Tomb Raider and Fighting Force publishers, Eidos. Rob Dyer, President of Crystal Dynamics, believes that his team will benefit greatly from their new partner's marketing muscle, while being unaffected in terms of game development.





In the well trodden track from computer to console, the character Raziel has doubled in polygons and the textures used to map all the characters are up to eight times larger. On top of this, the colour depth of the textures is 16 bit, which means that each texture has up to 65,536 colours – as opposed to the PlayStation's 16. The fog distances have also been pushed further out, allowing some jolly pleasant views. And with the frame rate sitting at 60 frames per second, the Dreamcast version truly rules the realm.

FROM PC TO DC



EVERYTHING IS JUST RIGHT, FROM THE SUBTLE BUT COMPLEX ACTING TO THE EXCEPTIONAL VOICE-OVERS



If you remember this title's prequel (*Blood Omen*), then you have a lot to answer for. As a power hungry vampire, Kain, you were faced with two options: sacrifice yourself to save the world of Nosgoth, or take over and rule it. So how many of you chose the former? None. And now it's time to pay.

Thousands of years later (or a handful in our time) Kain has plunged the world into evil-infested darkness and nearly wiped out human-kind. Over the years he has continuously evolved new abilities, which shortly after were passed on to the rest of his clan. But when Raziel (whose part you now play) grows wings before his master, Kain attacks him as blasphemous, tearing them from his back and hurling him into the lake of eternal damnation.

After an eternity of 'twisting, melting, burning and falling' a voice finally penetrates Raziel's agony. It is the Elder God, who proclaims you

worthy and is ready to offer a deal: stalk the earth, destroying its evil inhabitants and you may have the chance to avenge your former brotherhood (mmm, can you throw in a Macy D's?). The lake has dissolved much of your upper body, including your jaw, but thankfully you've lost your taste for blood, preferring the sickly sweet taste of the soul instead. You must feed regularly on this new diet to sustain yourself in the physical world as you search out Kain and his mutated lieutenants.

Emerging from the same all-powerful womb as Lara Croft, *Soul Reaver* has a lot to live up to. It's already made a good start on the PlayStation and PC, and your little white box plays the best version yet.

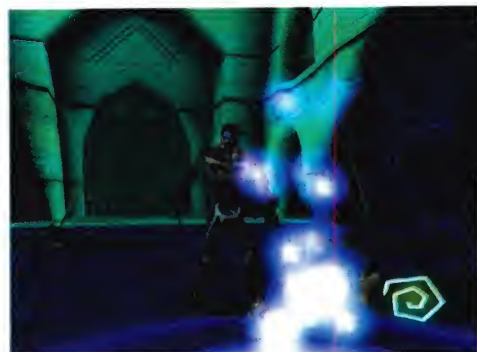
TOMB RAIDER VS SOUL REAVER.

I must admit that when *Soul Reaver* first appeared, I suspected a ploy to cash in on *Tomb Raider*'s success. I mean, why not? It makes sense. But as soon as you see the



LEGACY OF KAIN: SOUL REAVER

THE GAME'S HAUNTING SOUNDS ARE IN A LEAGUE OF THEIR OWN



game running, you know that this isn't the case. The two games may share the same genre, but that's where the similarities end. The atmosphere, action and graphical themes really are poles apart.

And so the next question is, will Lara be beaten? I think so. Maybe not in terms of sales, but in all the aforementioned areas, Soul Reaver comes out on top. Where Raziel goes, Lara would be too scared to follow, and the complex lighting of Reaver's lairs makes her tombs look almost dull. Then there are the characters themselves. Lara certainly wins in the beauty stakes, and her animation is second to none, but Raziel is far more nimble in his basic functions. While we can all admire Lara's realistic movements, there is only so much excitement to be had from opening doors, climbing walls and pulling levers, and Kain gets these jobs done with much less fuss. Lara does have a pert little bum, but that may not save her from the sting of Raziel's spear.

INTERVIEW WITH A VAMPIRE KING

I asked Soul Reaver's lead designer, John Lemarchand, what's so good about his game, and what's wrong with the world today...

DCM: Inevitably people will make comparisons with the Tomb Raider series. What are the fundamental differences?
John: Despite superficial similarities between Soul Reaver and Tomb Raider, we're confident that they're in fact distinct. The two have a very different balance of gameplay between combat, exploration and puzzle solving, and of course their atmospheres are as dissimilar as those of a James Bond and a Clive Barker story.

DCM: At a time when games are being blamed for so much, is it right to make a hero out of a character who's main aim is to impale and burn his enemies?

John: The enemies Raziel must destroy are grotesque, inhuman monsters and I feel safe in saying that, despite the literal minded fascism of his former ruler, Kain, Raziel sees the world in shades of grey, and is much more complex. This leaves him with moral choices: the things that are missing from most video games but that make up the very fabric of all our favourite stories.

DCM: Do you think developers should be taking more responsibility for the moral implications of their games, or are journalists and MPs barking up the wrong tree?

John: Well, we do think about this stuff, and hopefully it's reflected in Soul Reaver. The very fact that no one seems to be able to agree on the causes of the violence in society points to there not being a small number of clearly defined reasons. And while we feed people a steady diet of mindless gunplay and aspirational sex, nothing much is going to change. So I guess in answer to your question: yes, we do have a moral responsibility to our audience, as much as we have a responsibility to entertain rather than bore them."

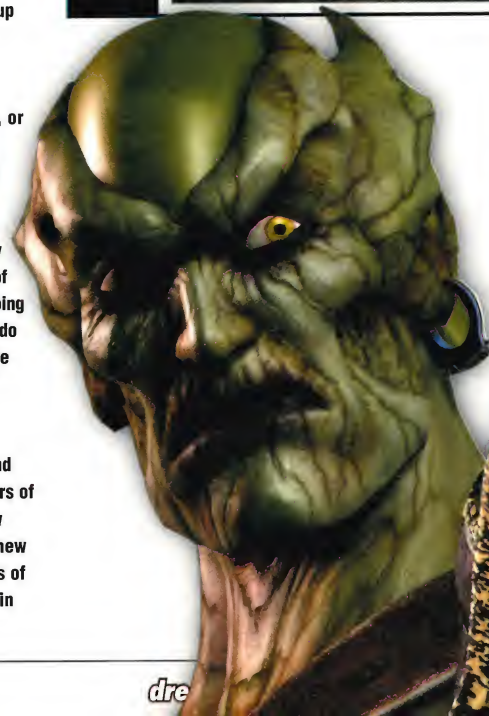
DCM: Are there any plans for a sequel?

John: We're currently hard at work on Soul Reaver 2, and aim to plumb new depths of terror and bring new flavours of drama to the world of video games. There are a fair few plot twists in store, and the next game will see lots of new abilities for Raziel, the exploration of whole new realms of Nosgoth, and many new manifestations of the ultimate in occult weaponry, the Soul Reaver...

QUALITY CORPSES

When it comes to vampires, Crystal Dynamics may well be the world's leading experts. Their favourite films include Near Dark, Lost Boys, Blade, Salem's Lot, Nosferatu, Dracula (1980), Vampire Hunter D, Interview With The Vampire and Bram Stoker's Dracula. They particularly like Blade for its convincing special effects and 'extremely dark style'. I asked them which films provided the greatest inspiration for their game.

"We tried to take what's most chilling about each of our favourites, whether it be the archaic flair of Nosferatu, the characterisations of Interview and the Coppola movie, the anime stylings of Vampire Hunter D, or the cult appeal of Near Dark, and re-synthesise it all into the ghastly corpse of Soul Reaver."



showcase

ELECTRIC EVIL

Soul Reaver's atmosphere is second to none, and arguably its main source is the music, which was created by Kurt Harland of Information Society. As early pioneers of electronic music, InSoc are America's answer to The Human League. Crystal Dynamics understand that while atmosphere can be generated via the visuals "it's the sounds that really impact on the player's emotional state." Thus Kurt's dark, richly textured work seemed perfectly suited to the game. If you like the music, it might be worth checking out Information Society's latest album, 'Don't Be Afraid'.



When I asked Eidos whether it was right to make a hero out of a character whose main aim is to impale and burn his enemies, I got a surprisingly complex

answer. Had someone asked me the same question, I would have said, YES, you fool, of course it is! One way or another they all have to go, so why shoot when you can skewer – it's much more fun. And after all, they're all bad.

But how can one vampire be worse than another? Well that question is supremely answered by the game's glowing introduction, where in a fit of jealousy your master shreds your wings and throws you into the lake of eternal damnation (nasty). After endless years of agony, the Elder God kindly raises you, and from then on your desire is not blood, but revenge.

So if you take the scales of morality, plonk all those years of agony on one side, and a frenzy of vampiric violence on the other, you get, well, confused. But regardless, far more clear is the quality of the intro itself. While so many games strive for that filmic look, Soul Reaver has taken the CG sequence to a new level with lighting, direction and ultimately atmosphere that puts the competition to shame. Everything is just right, from the subtle but complex acting, to the exceptional voice-overs that demand you to take the plot seriously – a difficult task well executed.

Unfortunately, once the intro expires, the game kicks off with a considerable anticlimax



as all those gorgeous colours are replaced with a dull, solitary green. Your character also seems to be lacking a few polygons and his sole method of attack is to punch. But here, in fact, lies one of the game's greatest strengths, because while it certainly lets you in at the shallow end, from there on in you'll be wading deeper and deeper into one of the most sophisticated adventures on the Dreamcast to date.

I'm not sure quite why the start of the game is graphically so bland, but the environments improve vastly as you're led through a simple training course. Here you will learn the basic moves including, of course, how to impale your enemies – an incredibly satisfying procedure. Once dead, their corpses will release smouldering green balls which represent their souls, and you must eat these regularly to sustain yourself in the Material World.

SOUL SEARCHING

If you don't eat enough souls, or you are killed by an enemy, you will return to the Spectral World. Here you can have no effect on physical objects, and you must revitalise your energy



■ Like Tomb Raider, it's possible to look freely around the environments.



SOUL REAVER WILL DESERVEDLY BE REMEMBERED AS AN EPIC PIECE OF HORROR GAMING HISTORY

UNRAVELLING THE PLOT



WHILE SO MANY GAMES STRIVE FOR THAT FILMIC LOOK, SOUL REAVER HAS TAKEN THE CG SEQUENCE TO A NEW LEVEL

with the souls of other spirits before returning to the physical world. You can also visit the Spectral World by choice at any point during the game to help you solve puzzles or gain access to new areas. During the brief transformation all physical vampires disappear and are generally replaced with an alternative variety of evil spirits. The environment also morphs into a slightly different shape, with new ledges appearing that are often the only means of progression through the game.

The contrasting graphical themes of the Spectral and physical worlds give Soul Reaver an incredibly rich sense of diversity and depth. It's an inspired concept that strengthens the game in almost every respect. For example, each time you pass from one world to the other, new enemies instantly appear, which really intensifies the excitement factor. And yes, it is exciting – a sparse commodity among adventure games, but the pungent atmosphere of these parallel worlds rarely loses its grip. Again, one of the key factors that keeps you coming back is the consistency with which the game develops, both in terms of plot and action.

There are five huge bosses to be beaten and each one will award you with a new skill, adding a fresh dimension to the gameplay. These include the ability to pass through barriers, crawl up walls and project force over a distance. By the later stages of the game your character is as versatile as a certain army knife, and far more dangerous.

Unfortunately though, he really is all personality, as his looks don't quite match the general quality of the game. Visually, all the small vampires and creatures are quite a way behind their environments. That's not to say they're rubbish – far from it – but in the well rounded realm of the Dreamcast they do seem



III The light and fire graphical engine is easily the best yet.





WHEN IT COMES TO VAMPIRES, CRYSTAL DYNAMICS MAY WELL BE THE WORLD'S LEADING EXPERTS

starved of a few polygons. Crystal Dynamics have done a great job in upgrading the game's look since its PlayStation debut, with much thicker textures, a higher resolution and double the frame rate, but the characters certainly seem to have received the least work.

PUZZLING PUZZLES

And while I'm having a moan, I don't understand what inspired the team to include so many 'arrange the blocks' puzzles. You know – flip them over, drag them around a bit and slot them into the wall so the wallpaper

matches. In Soul Reaver's wonderful world of innovation and fresh thinking, these sections stand out like, well, a load of big crappy blocks. It's as much fun as shifting furniture, but completely fruitless.

Another frustrating flaw is the absence of an in-game map. Defeating one of the many well designed bosses brings a real sense of achievement, but it's also an anticlimax. For your troubles you are awarded with only a hint at where you should go next, and you'll inevitably take the longest possible route. This fundamental problem has always tortured adventure gamers, and Soul Reaver simply continues the trend.

Compounding this problem are the warp portals that carry you between the different sections of the game. Each stage is represented by a symbol, but it's a real headache trying to remember which symbol represents the area you're looking for. I can see what the idea was, as the portals are very stylish and the development team would



■ I wouldn't like to be on the receiving end of this attack. It's got to leave a mark!

UNRAVELLING THE PLOT



achievement is its ability to reach out and mess with your head. Vampire fanatics Crystal Dynamics have clearly put their knowledge to good use in creating one of the most atmospheric games to date. It's still weak next to a good film, and there's no real fear, but there are certainly emotional undercurrents that intensify the whole experience.

Essentially Soul Reaver is a vast, deep and thoroughly immersive game. If you can handle a fair dosage of navigational frustration, you'll find a whole new dimension to enjoy. With a sequel already in the pipeline, this looks set to be another big series. And despite its niggles, Soul Reaver will deservedly be remembered as an epic piece of horror gaming history.

have known the game like the back of their hands, but for us mere mortals they can hurt more than they help.

On a lighter (or darker) note, the game's haunting sounds are in a league of their own. The blend of evil electric sound effects and churning, immersive music is perhaps the main source of atmosphere. Although lacking in the diversity of other aspects of the game, it does show how powerful in-game music can be.

There is no single element that really makes this game, as it clearly excels in all the major areas, but perhaps its most unique



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VERDICT

Some dull puzzles and a lot of aimless wandering fail to spoil a huge, innovative game. Superb sound and visuals create an impressive depth of atmosphere that rarely loosens its grip.

9

John Leaver john.leaver@quarant.co.uk

dreamcast

Mar 2000

27



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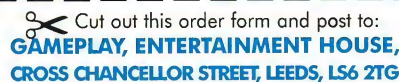
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**STOP
PRESS!**

Tomb



Raider: The Last Revelation is coming to Dreamcast...

IN MARCH!

Let's have a little hush please, because Eidos and Sega have made history this month with the kind of deal dreams are made of. The hottest gaming icon ever to exist is about to arrive on the world's most powerful console — surely the ultimate combination...





If you're familiar with Lara's previous escapades, you'll soon realise that her latest mission is something of a return to the grass roots of the series...

And SET Sayeth: 'I am the shadow across the sun; I am the bringer of plagues. My wrath will consume all lands and shall be ceaseless'. Egypt., land of mythology, mystery, pharaohs... and the most complex tombs known to man. Tombs littered

with mazes, puzzles and traps, designed to drive even the most persistent raiders to distraction - or their deaths. So great is the glory of discovery that fanatical explorers will risk life itself in order to discover and plunder their hearts...

The prospect of exploring a virgin tomb deep in the belly of the desert cannot be ignored by any adventurer as determined as Lara Croft, but with this discovery comes a price that could cost the Earth...



**STOP
PRESS!**

JF Cecillon

JF Cecillon, Sega Europe's Chief Executive Officer was pleased to announce that:

"This is a world class signing. The strongest software property ever created joins Dreamcast, the most powerful games console ever created. I salute the Sega and Eidos executives who concluded this great deal."

"Thanks to the amazing power of Dreamcast's graphics, Lara will appear better than ever before. You can be sure to see a top-class marketing campaign to welcome Lara to Dreamcast."

Kazutoshi Miyake

Kazutoshi Miyake, Sega Europe's Chief Operating Officer, said:

"With today's announcement, Dreamcast now has the majority of the world's major games software companies developing titles for the console, which is an outstanding achievement for Sega."

"Together with Eidos and our other software partners, we will continue to exploit Dreamcast's phenomenal power and interactive capabilities. Sega will continue to be the pioneer of the most advanced gaming entertainment ever."

Tomb Raider: The Last Revelation

It's been three years since Eidos hammered one of the many nails in Saturn's coffin, with their alliance with Sony stopping Sega's machine ever seeing a Tomb Raider follow-up. It was just another sign of the Saturn's weakness and offered Sony the opportunity to tighten their grip on their console market share. The new Millennium saw the end of that alliance, so news this month that Eidos and Sega have signed the very latest Tomb Raider epic to the Dreamcast can only mean that confidence in Sega's machine (and the



“gameplay now dissolves seamlessly into cut sequences and FMV, then back again, linking every location throughout the game.”

Not only does this give you the opportunity to get to grips with Lara's improved control system (instead of using the often dull training levels of the past) you also learn about story lines that are integral to the plot of the game.

Here's your chance to meet Lara at the tender age of 16 (easy - Ed). The first level sees our sweet sixteen adventurer (back in 1984) taking instructions and training from her mentor, Von Croy, as they both try to locate a hidden artefact.

Little Lara



company's fresh business acumen) are at an all time high.

Though the PlayStation has proved capable of many things through the years, it's always been clear that it can't reproduce the fantastic high resolution, lighting effects and atmosphere of the superior PC versions. With the excellent polygon crunching capabilities of the Dreamcast, however, this isn't a problem for Sega. Using an almost completely re-built graphics engine, immediate improvements include a much deeper field of view, spot lighting techniques (excellent for atmosphere), a

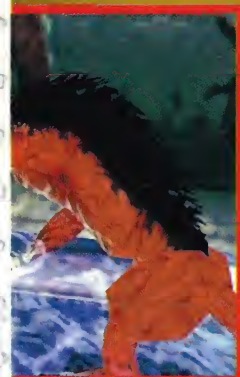
remodelled Lara and all-new animations to make the transition between different moves smoother and more lifelike.

Based entirely in Egyptian locations, the plot is based on ancient mythology and the alignment of the stars at the dawn of the new Millennium.

One of the greatest improvements to be seen in Tomb Raider: The Last Revelation is surely the new inventory system - it's now possible for Lara to combine collected items (a la Resident Evil) opening up countless new puzzle possibilities throughout the entire game. Another huge bonus is the complete lack

of those loading screens that bugged previous adventures. With the improved graphics engine and the use of new programming routines, the gameplay now dissolves seamlessly into cut sequences and FMV, then back again, linking every location throughout the game.

Make sure you stay with us next month, as we'll be bringing you our full and unabridged review - believe us when we say we're just as excited as you!



loading

Hidden and Dangerous

Ten-shun! Top notch military gaming is on its way to the Dreamcast, and we recruited Simon to find out what's in store...



Publisher Take 2 Interactive
Released March 2000

Developer Illusion Software
Genre Soldier Sim



Last year was a fairly routine one in the world of PC gaming. Chart toppers throughout the year included the likes of FIFA 99 and Championship Manager 3, with very little in the way of surprise or genuine innovation. However, the one major exception to that statement was a little game by the name of Hidden and Dangerous which innocently strode onto shop shelves last summer, and very quickly left them.

The reason? Quite frankly, Hidden and Dangerous is one of the most atmospheric, utterly engrossing pieces of gaming entertainment to grace the video games scene in the last 12 months. It's but the latest in a series of so-called soldier sims, which has seen the likes of Spec Ops and the Dreamcast-bound Rainbow Six notch up steadily increasing sales figures. What's a soldier sim? It's a game that puts you in charge of a group of soldiers, with a specific (usually multi-part) mission to accomplish. To reach your goal you'll need to both prepare for it (involving picking your team and devising some form of tactical approach) and then put your cunning Baldrick-like plan into action. Sounds a doddle? Think again, Private.

During The War

So that's the genre, but how does Hidden and Dangerous fit in to things? Very well, thank you very much. It's set during the Second World War, and the player joins the action in 1941. Depending on the choices you make, it's then possible to follow the story through, right up until the end of the war in 1945. The storyline is one of the strongest aspects of the game as well, really generating some substantial atmosphere, and with enough in there

THE STORYLINE IS ONE OF THE STRONGEST ASPECTS OF THE GAME, REALLY GENERATING SOME SUBSTANTIAL ATMOSPHERE

to keep you thinking on your feet in the process. We expect its transition to the Dreamcast to leave this intact.

Your mission then, should you choose to fork out forty quid and accept it, is to lead your small group of Allied soldiers through various missions of varying difficulty in six different localities. But wait! Before you grab your machine gun and go bursting in, blazing away like a madman, you should

consider this. To succeed in Hidden and Dangerous, you're going to need to be cunning, cautious, clever, quick, reactive and accurate. And not one of those words appears on any of our curriculum vitae, unfortunately.

Sound And Vision

Now to play Hidden and Dangerous on a PC and to get it looking good, you'll

HIDDEN AND DANGEROUS

key features

Motion captured 3D characters, and ultra realistic graphics and sound too (with the sound relating closely to the environment)
Unrestricted use of vehicles
Detailed story

23 missions
40 characters
Hugely atmospheric, with plenty of effects and background animations to help things along.
Sophisticated artificial intelligence.
Very strong cross of action and strategy



loading



■ Stand-offs are quite frequent. Make sure you make the most of the environments.

need to have had a few hundred quid's worth of kit packed into your computer. Fortunately, the Dreamcast shouldn't have too many problems, and as you can see from the various shots dotted around, the motion-captured soldiers and detailed surroundings are looking mighty fine. That's good too, because this is just the type of game that relies heavily on its graphics to get the full atmosphere of the proceedings across to the player.

The atmosphere is further boosted by clever and appropriate use of sound effects. When you hear a bullet convincingly ricochet just near where your men are standing, you'd better believe that your heart's going to start pounding as you lie motionless, trying to devise a plan to get out. All because of a simple, effective sound effect. Don't get us wrong, the game doesn't look like it's going to be a slacker in the sound department, it's just that

some genuine thought has gone into how it's used, and believe us when we say you'll end up appreciating it.

Features

One thing we're really looking forward to seeing on the DC is whether the realism of the PC transfers across. For instance, those who have played first person actioners before will know that when it comes to a scrap, when you're shot, your health decreases. However, the injuries here are far more realistic – you're not just shot, you're shot in specific places that do varying amounts of damage. Example? A shot through the gut. Likewise, the more accurately you shoot your opposition, the less damage they can inflict on you. This instantly means that the option of a face-off, knowing that you'll lose twenty percent of your health, is not on the cards, and it usually is the best tactic to hit the floor if you're suddenly shot at, as opposed to loading up your bazooka and firing straight back (giving away your exact position in one foul swoop).

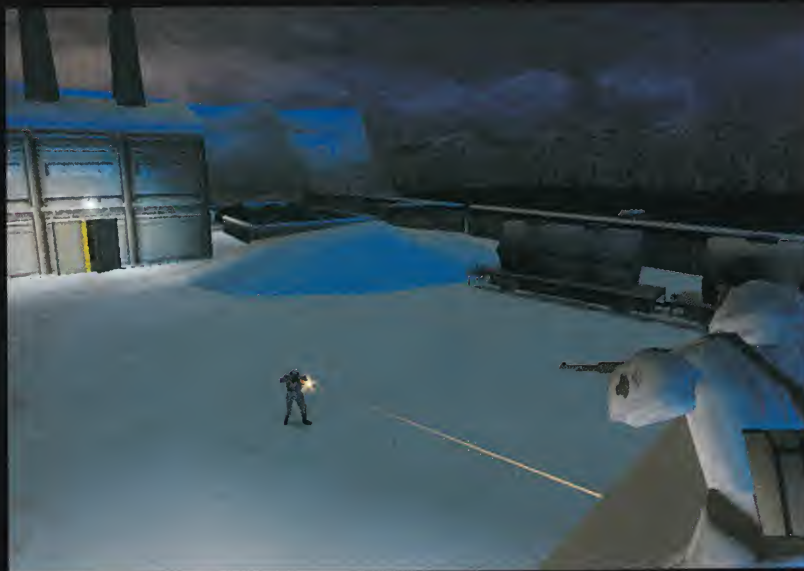
Choose Your Character

To live and breathe in the Hidden and Dangerous environment, you're going to need characters. Fortunately, you get to control four crack SAS soldiers for your dangerous forays behind enemy lines. Ah, but it's not as simple as that. You have to select your team of four from a selection of forty, and it's up to you to



get the right blend of skills. As you can give these characters individual instructions and tasks as things progress, you need to have some idea of whether they're going to be up to the job. That's because these aren't standard characters who require input from you at every stage. Thanks to a highly sophisticated artificial intelligence engine, your troops will be able to use their brain themselves, and may possibly end up just crapping themselves (not literally) in high pressure scenarios. There's more to them than plain fear though – it's perfectly feasible that they can wreak vengeance, for instance, should they get mad enough. It'll be up to you to monitor your team, therefore, and make sure they're kept out of situations they can't handle.

The whole notion of humanising game characters is nothing new, mind, and we'd be the first to admit it. Likewise, features such as panic and fear have been played with long before Talonsoft set to work on their masterpiece. However, the key issue is one we've already touched on – artificial intelligence. It's no coincidence that Hidden and Dangerous has been called one of the most atmospheric games of all time. It's a title that's depicting real-life situations, and moving real-life reactions and emotions slap-bang into the middle of it all. Exactly how they've achieved it is a mystery to us, but from our dabbles with the PC version, we had no problem being sucked into it, and never really doubted the reality of our in-game characters.



**YOU'D BETTER BELIEVE
THAT YOUR HEART'S GOING
TO START POUNDING**



Weapons

The World War II setting of the game instantly rules out super-doozer laser guns and highly sophisticated futuristic weaponry in one brutal movement. However, don't let that fool you into thinking that the game won't be boasting a versatile and effective arsenal of its own. As you're on the side of the Allies, at the very start of the game it's only their weapons you'll have access to. Fortunately, as things progress, you'll be able to, ahem, 'acquire' more from the Germans, which will neatly supplement the range on offer.

Weapons vary, as you'd expect, in different ways. The key things to look out for are the effective range, how heavy they are and how much ammo they can hold. A simple Sten gun for instance, standard British army issue, can take out enemies from 160 metres away. The more official Colt 1911, meanwhile, is a third of the weight, but less effective and can only be used at a maximum of around 40 metres. One of our favourites, the sniping rifle, is present and correct, perfectly tailoring itself to the kind of tactics we favour – shoot from as far away as possible and then peg it. Still, if that's not your bag, then flare guns, bazookas, machine guns and rifles are there for you to choose from, as well as the likes of mines, grenades and explosives. Oh, and you get a knife too. Useful for chopping onions in tricky conditions, we'd guess.



To add to the fun, vehicles too are available for your pleasure. Top of the list no doubt will be hijacking and driving a German tank, or perhaps one of their luxury limos. They haven't got Sky Sports playing in the back, but you can't have everything. Vehicles usually come with some form of weaponry, which, too, will vary from one to another (although the likes of a reconnaissance jeep is clearly just there to move, and to move fast – suffice to say that big, cumbersome tanks shouldn't be top of the bill if you're after a quick getaway).

Coming Soon

So there you have it. True, it's an easy criticism that Hidden and Dangerous is a PC game at heart rather than a Dreamcast specific title (but then is the Dreamcast not a PC at heart too?), but when the quality of what's on offer is this high, we're not complaining. It's going to take some fairly major effort to mess this one up, to be frank, although we'll be keeping an eye on how well the potentially complex control system transfers across to a Dreamcast gamepad. Nonetheless, come the game's release around Easter-time, we'll be keeping our evenings clear. We may just need them.



■ Intense atmosphere is created using some fantastic lighting and fogging routines.



meet the cast

There are some shady folk inhabiting the world of Hidden and Dangerous, and when choosing your four characters, you've got a real mixture to choose from.

Major William 'Mad' Calvert, for instance, is a strong all rounder, boasting an extensive career and plenty of medals to boot. Private Julio 'Macho' Zapata, meanwhile, is a Spanish republican who only joined the British army after the fall of France. Not decorated at all, there are suspicions that he may be a communist.

Private Henry William Slim suffered demotion back in 1940, and Private Jan Skocir technically looks a fine soldier but hasn't actually experienced any combat first hand yet. Then there's Private Jan Wolchowski, who escaped to Britain from Poland back in 1939. His admission results were good, but thus far he remains unproven.

As you can see, you're not just getting a list of statistics to help you make your choice, as each character has a small background story to help you make an even more informed decision. Which basically means that there's no excuse for not getting it right...



STILL NEED TO KNOW MORE ABOUT H&D? TURN TO PAGE 18 AND ALL YOUR QUESTIONS WILL BE ANSWERED.

Publisher	Sega	Developer	Appaloosa
Released	TBA 2000	Genre	Adventure

Ecco the Dolphin

Swimming with the fishes, prepare yourselves for some deep water exploration...

Crowds wowed, rival developers cried and we could only watch in amazement as Ecco the Dolphin swam around the television screen with the most fluid of movement; after all, no sea bed has been left unexplored by this game's developers as they've put together a game which depicts the life and tales of the most awe inspiring mammal of the deep.

This isn't the first time we've met Ecco, only the first time we've seen him prior to the facelift. Of course, it goes without saying that you play as Ecco himself who has lost his family and friends to an evil vortex. So the overall objective is to search the vast ocean to find them.

There are over 30 hours of virtual world to uncover and the stunning high resolution graphics draw and colour-in the most heavenly underwater environments you will ever see; swim inside buildings, through caverns and explore ship wrecks. You begin in a relatively



**THERE ARE OVER
30 HOURS OF
VIRTUAL WORLD
TO UNCOVER**



Look closely and you can see the mountains through the water's surface.

simple ocean area where you're greeted by a whale and her baby. Like in the previous title, you can communicate with the other sea creatures by using sonar, which will help you in your first objective where you must rally some fellow dolphins together to help rescue the baby whale following an undersea quake.

Underwater love

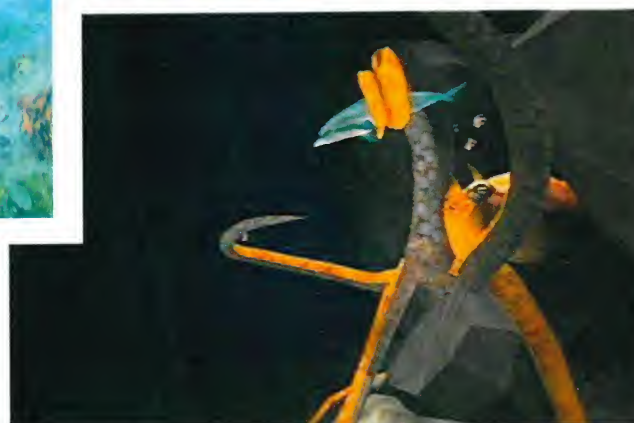
The Dreamcast itself is undeniably the reason why Appaloosa have been able to develop Ecco to such a remarkable standard. The richness of the natural underwater environments and the ultra-realistic smoothness of the animation and behaviour of the dolphins is almost unbelievable.

Classic features such as charging, songs and gracefully making your way up to the surface have returned, as well as Ecco's ability to morph into just about any creature you might care to find underwater.

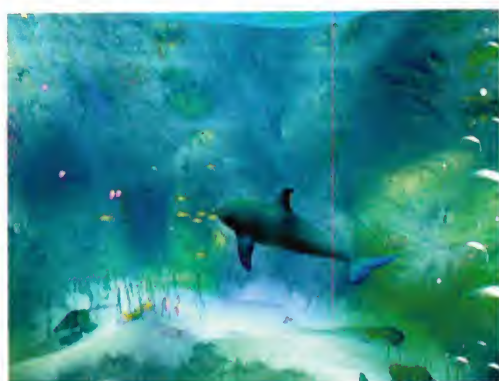
One thing you may be surprised to learn is Ecco the Dolphin doesn't contain levels (well, not in the traditional sense of the word anyway). Instead, the game is split up into worlds, but not ones that require any kind of linear progression to complete, just an unbelievable amount of geography to cover.



Solve puzzles, communicate with odd types of fish and just relax as the underwater world lives out its day around you - whatever your kettle of fish (sorry) may be, Ecco the Dolphin will reach further than your expectations care to take you.



THE STUNNING HIGH RESOLUTION GRAPHICS DRAW AND COLOUR-IN THE MOST HEAVENLY UNDERWATER ENVIRONMENTS YOU WILL EVER SEE



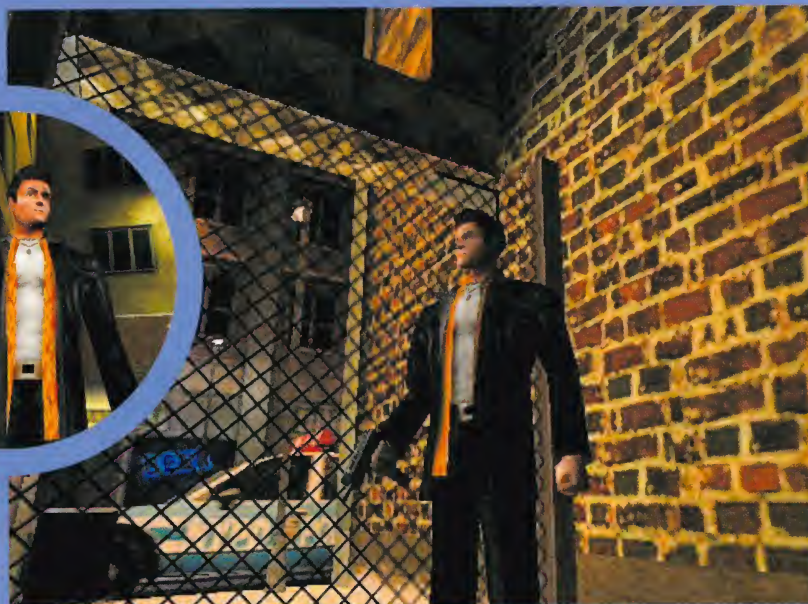
■ The high resolution graphics in this title must surely be on a par with the likes of Shenmue.

Publisher Take 2 Interactive
Released TBA

Developer Remedy
Genre Action

Max Payne

The Big Apple's just gone bad...



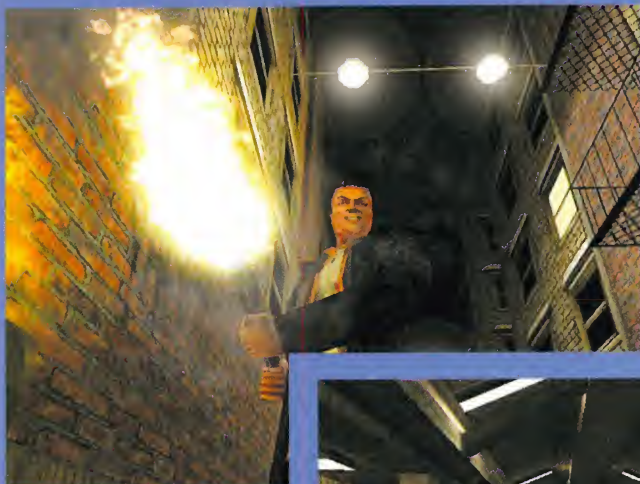
■ There are at least 12 real weapons at Max's disposal.

Max Payne is a New York undercover cop whose life's just taken a nose dive. His entire family's just been killed by a gang of drug-swilling scum and he's been framed for the murder of his boss. Not only is the entire NYPD hunting their 'cop killer', but his cover has been blown and every mobster in the underworld wants his feet firmly anchored in concrete slippers. So what's turned the Big Apple rotten and the entire city against one man? Valkyr - a drug that's turning NY into what can only be described as hell on Earth. Hoards of Valkyr-head junkies are on an insane killing spree, out of control and out of their minds. As Max Payne it's your goal to find the source of the Valkyr and make them wish they were never

born - unless they, and the police department, get to you first.

The action is set to take place strictly from a third-person 'chase' perspective, though Remedy are including an innovative 'Set Piece' camera system which is designed to create a cinematic look and feel to the game, comparable with today's best gun slinging movies. Special lighting and shadowing effects are being implemented to ensure characters sit well in the dark city-scape as well as Desperado-style slow motion sequences that have never been seen before.

If you're a mature gamer gagging for something to get the adrenaline pumping, you can be sure that Max Payne's right up your street. Further information on the game is a little sketchy at the moment, but rest assured we'll bring you more as development progresses.



■ Even the scattering shells offer a real cinematic treat!

THERE WILL BE DESPERADO-STYLE SLOW MOTION SEQUENCES THAT HAVE NEVER BEEN SEEN BEFORE

Publisher TBA
Released TBA

Developer Zetha GameZ
Genre Strategy

Dronez

The Matrix meets Tron...

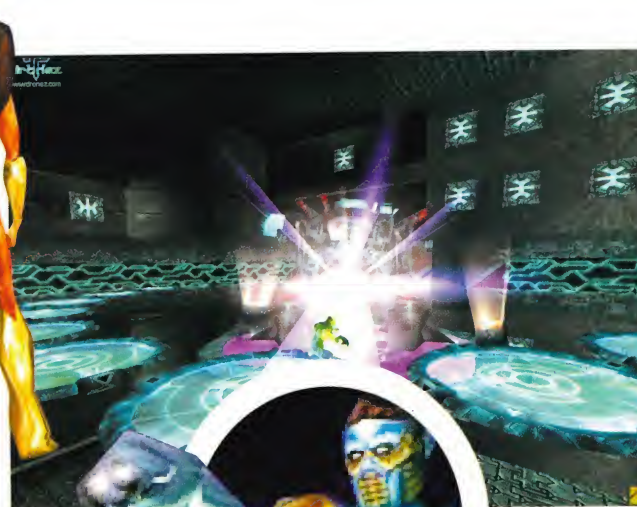
In a dark future, neglect and pollution have left the Earth nearly uninhabitable. Human kind has forced itself into the isolation of private units permanently relying on net connection and feedback suits, and is kept alive by robots that take care of every biological need. There are few advantages to life in this twisted existence beyond Dronez; a virtual sport that takes place in arenas boasting their own rules and their own physics. Controlled by tribes and corporations throughout the world, new zones appear all the time offering different rules, forcing challengers to employ new strategies and tactics to stand a chance.



Play in Dronez is based around large virtual environments that hold a varying number of floating platforms. Characters must move between these platforms trying not to fall between them (though under certain conditions, it's possible to actually drive some platforms freely). Because gravity is relative within V-Space it means that two characters in the same locale can be orientated completely differently in 3D - offering a whole host of never-before-seen tactical possibilities.

Your goal is simple. Use your weapons (and shields) to destroy enemy Dronez (or teams of Dronez in multiplayer) using the arena, your tactical awareness and teamwork to be the last Drone standing. We'll be

TWO CHARACTERS IN THE SAME LOCALE CAN BE ORIENTATED COMPLETELY DIFFERENTLY IN 3D



■ Though only in its early stages, it's already looking gorgeous...

following the progress of Zetha GameZ's first Dreamcast title quite closely in the coming months - it's about time the Dreamcast received an original concept, and if Zetha are successful, this could well be the birth of another exciting sub-genre.



■ All weapons in Dronez move at a constant speed demanding foresight and strategy from the player.

loading



Dream Roadsters

It's already found fortune on the PlayStation and now Titus, along with new developer, Player 1, have added extra buzzers and bells to give us the new improved version – Dream Roadsters...

dream roadsters

The game is named Dream Roadsters for a reason. The Dream Roadster tracks are supposed to be the 'dream' (or nightmare!) versions of environments you might find in reality, with huge natural (and sometimes unnatural) disasters for each course.

There are three game modes: Trophy, Quick Race and Time Trials. Each of these modes has many sub-menus, such as course select, driver select, a car showroom, and a mechanic shop.



Publisher	Titus	Developer	Player 1
Released	March 2000	Genre	Racing



You may well have heard of the game Roadsters on the PSX from Titus. Dreamcast owners can look forward to a new game, new code and even a new team, Player 1, who are putting the finishing touches to this fast paced, superb, pure arcade racing encounter...

Titus (the publisher), gave the team ten months to come up with a game to blow away any competition and in a couple of months we shall find out if they've achieved it.

Dream Roadsters is neither your wacko Crazy Taxi nor your posh Driver but would come in the middle of them, offering the best of both worlds. Being behind the wheel is only half

AS WELL AS PITTING YOUR WITS AGAINST THE WORLD'S TOUGHEST DRIVERS, YOU'LL ALSO HAVE TO BE READY TO DRIVE INTO THE UNKNOWN

the fun of owning and racing, as players also get to don the dungarees, reach for the monkey wrench and get busy with the super lube. Dream Roadsters offers the thrill of racing, lots of secret routes and short cuts, and above all a good learning curve, so it really does get harder as you go on and you will need to fare well to get more money to buy better cars – get the picture?

Dream Roadsters is all about the ultimate arcade experience. The game

has eight tracks with several different themes that can be unlocked to yield about 24 different configurations overall. A great mix and plenty of variety are on offer to keep you wanting more. The detailed settings will certainly impress! There's a ski resort, complete with avalanches and gondolas, a rocket base with dormant crafts and an erupting volcano, and a hilly landscape with huge windmills and a castle. Various weather and lighting conditions make things interesting as well. Hoover



A multitude of weather effects will call for some careful driving...



loading

DREAM ROADSTERS

reasons to be cheerful

Players get to choose from more than 20 sleek and stylish convertible Roadster models that take them through eight of the most challenging and electrifying racing environments ever experienced. The environments feature realistic special effects such as skid marks, smoke and snow. Each scene presents new and exciting tests of your driving ability. Up to four players can race simultaneously, so you can compete against your friends. There's an instant replay feature which allows drivers to analyse their skills to avoid making the same mistake twice, plus total customisation options on all cars!



■ Views through your window promise never to be dull – feast your eyes on this track...



Dam is in the middle of a thunderstorm, complete with overhanging fog and lightning. There's also your customary docklands setting.

Crazy Courses

As well as pitting your wits against the world's toughest drivers, you'll also have to be ready to drive into the unknown, as tracks are devastated and decimated by a host of natural and environmental disasters throughout the race. Only those with nerves of steel and lightning-quick reactions will be a match for everything that is, sometimes literally, thrown at them (from volcanic lava to the debris of a whirling maelstrom). Each track also includes its own unique handling conditions with real weather effects,

and there will always be something new to see as you progress.

Dream Roadsters offers awesome environmental effects – for example, on one track as you scream down a desert track you'll start to see a huge, sweeping tornado heading your way, filling the screen with dust and generally causing chaos. Player 1 boast: "There's also plenty of stuff you will have never seen anyone else do in a racing game, but you'll have to play to find out what it is. Hey, you will even need to turn on your headlights when it starts to get a bit dark!"

Performance Cars

Now any good game is all about the cars and there are 21 licensed vehicles to choose from, including Ford, Mitsubishi, Fiat,



DREAM ROADSTERS OFFERS THE THRILL OF RACING, LOTS OF SECRET ROUTES AND SHORT CUTS, AND ABOVE ALL A GOOD LEARNING CURVE



DREAM ROADSTERS IS ALL ABOUT THE ULTIMATE ARCADE EXPERIENCE



Renault, Wiesmann, Toyota, Ginetta, TVR, and Jaguar models. On offer are three classes of cars: sports, racing and formula. These classes will provide different car handling and in the formula class your car gets a Formula One paint job! There are eight different drivers, each with their own personalities and since every vehicle is a convertible, you'll see them behind the wheel.

Steer Clear

What of the control methods? Well as with all Dreamcast games, it uses all of the available buttons. The analogue stick is for steering, the buttons allow you to shift up or down, switch to a rear view, or change the camera

mode. One of the many features of Dream Roadsters is the use of the analogue triggers. The right trigger is the gas pedal, and the harder you squeeze the harder the player's foot mashes to the floor. The left trigger is for the brakes. Pressing it down all the way engages all four of them, while gently squeezing only activates the rear brakes. This is great for sliding around corners.

Sight and Sound

Speech plays its part as you race. Players yell at each other constantly! This speech is conveyed to the players based on their performance: passing, being passed, winning the race, or losing. There are also a number of game modes, including the Roadster Trophy which allows you to pick a driver, buy a car, and progress through the three classes, plus the arcade setting is always available too, as well as multiplayer. Views include the standard third-person view, another third-person view that's close and low to your car and a third-person aerial view (this is reminiscent of old style top view racers such as Motor Roder on the PC engine), plus a first-person view for people who like to feel the road!



ANYTHING ELSE YOU WOULD LIKE TO KNOW? TURN TO PAGE 68 AND ALL YOUR QUESTIONS WILL BE ANSWERED.

Publisher	Shiny	Developer	Shiny
Released	Q2 2000	Genre	Action/Adventure

Messiah

Two years in development, Messiah is almost ready to hit the Dreamcast...



■ Look out, mate – you're about to be possessed by a higher power...

Earth, once again, is having many problems and has been overcome with corruption and immorality. Fortunately for us, a small chubby-faced cherub named Bob, who you assume the role of, has come to Earth to rid us of all the disreputable goings on. God has kindly equipped our little saviour with the power to possess and control any of 20 different human and non-human characters. This unique ability is bound to add all sorts of twists to the story, giving almost endless possibilities.

Each character you can possess has their own unique characteristics, which means that deciding which character to control is imperative to your success throughout the game. Taking control of a character, you come across 20 different weapons, all of which you can gain access to. These weapons include assault rifles, concussion grenades, bazookas and rocket-propelled harpoons, which can be used to demolish your enemies.



SHINY'S DEVOTED A LOT OF TIME TO DEVELOPING AMAZING GRAPHICS AND AN INNOVATIVE ANIMATION SYSTEM

The weapons you get depend solely on which character you possess, as Bob himself doesn't come equipped with his own set of weapons.

Attention To Detail

To support this unique gameplay, Shiny's devoted a lot of time to developing some amazing graphics



and an innovative animation system. Astounding lighting effects show each and every shadow realistically and they even went as far as motion capturing each character of the game to develop lifelike movements and animations.

The best thing about this title is that you'll have the ability to move freely throughout the game. Different strategies have to be used to overcome obstacles and solve puzzles and in addition, the computer controlled characters have very intelligent AI and are trained to stop you at any cost.

We reckon this is going to be one of the biggest titles this year, so hopefully the next two or three months until its release will fly by.

Publisher	Virgin Interactive	Developer	Capcom
Released	TBA	Genre	Shoot-'em-up

Gigawing

Like a blast from arcade games past...

Well, what's all this about then? When we put the game in the Dreamcast and it was loaded and ready to go, we thought we had almost travelled back in time — a 2D side scrolling shoot-'em-up of all things.

The principle is as simple as gameplay can get: pick one of many characters and fly their spacecraft (if indeed that's what they are) through a haze of enemy battleships and gunfire without getting yourself shot to smithereens. At the end of each stage you'll meet a rather unfriendly boss who takes about ten minutes to kill and you can expect nothing but a bunch of hardship along the way.

First impressions? Well it's quite playable at the stage it's at right now and we really don't know what else



■ The character you choose affects what weaponry you use.

THIS WILL DEFINITELY APPEAL TO SCROLLING SHOOT-'EM-UP FANS

Virgin and Capcom could possibly add, purely because there's not a lot to this kind of game.

You can expect to have to press Start at least five times during just



one stage, as those enemy ships wildly spray bombs until it's impossible to avoid getting killed. Luckily the number of continues you can have is limitless.

This will definitely appeal to scrolling shoot-'em-up fans and as for everyone else, well, you'll just be reminded of Space Invaders, to be honest.



■ The boss on Stage One can only be beaten by using your power-ups...



Publisher	Capcom	Developer	Capcom
Released	TBA	Genre	Beat-'em-up/Adventure

Jo Jo's Bizarre Adventure

Capcom are about to unleash something incredibly odd...

JO JO'S BIZARRE ADVENTURE

dogfight

One of the original features about Jo Jo's Bizarre Adventure is the fact that it's not only the humans that get in on the crazy combat action. One of the best fighters in the game is a tiny pooch named Iggy, who starts by growling and then dives at the opponent – probably leaving some very nasty teethmarks.



When it comes to 2D fighting action, Capcom have always been at the top of the tree, especially with the release of around a million Street Fighter titles on every format. On first impressions their new title, Jo Jo's Bizarre Adventure, seems to be just a simple carbon copy of that fighting series, but in actual fact the game will open up to encompass every genre that you care to mention.

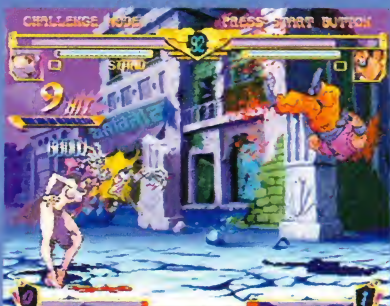
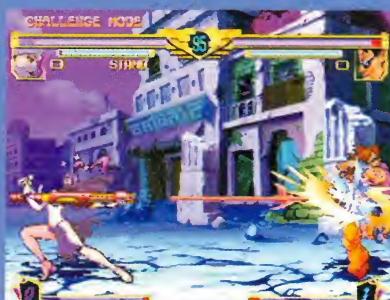
The action takes place inside a comic book world, which means that the terrain constantly varies so that the whole game can change tack on a multitude of occasions, introducing you to strange characters which range from combat animals to rather angry apes.

The early stages are all fighting screens, pitting you against increasingly powerful foes, who all have powers inside them which are constantly unleashed on your warrior. As you beat them, you take on their character for the next quest, so you



soon face many other gameplay ideas. These range from simple reflex action screens, where you must press the correct buttons at the right time, to shooting games where you're firing into the screen at foes. Later in the game you take part in side-scrolling arcade blasting action, similar to classics such as R-Type, and also pay a visit to the casino, where you must beat a nasty card shark at poker.

With constantly changing action and some very strange goings on indeed, Jo Jo's Bizarre Adventure looks like being a strange curiosity that's worth looking out for soon.



THE GAME WILL OPEN UP TO ENCOMPASS EVERY GENRE THAT YOU CARE TO MENTION

Publisher	THQ	Developer	Heavy Iron Studio
Released	End 2000	Genre	Adventure



Evil Dead: Ashes 2 Ashes

News from the grave...

It's being coded on all formats, including Dreamcast, and we hear straight from THQ that this title, due late in the year from Heavy Iron Studio (who were involved in massive seller *Parasite Eve*), is a title not to be missed. *Evil Dead* combines the perfect blend of genuine horror film shocks, signature 'Ash' humour, puzzle solving and the bloodlust of twitchy, gory action, all within the horror-filled *Evil Dead* universe.

Evil Dead: Ashes 2 Ashes is a single-player, real-time 3D adventure game with full motion, layered 2D backgrounds. Players assume the role of Ash – the square-jawed, shotgun-toting, chainsaw-armed hero from the *Evil Dead* trilogy – in a new story that continues the ongoing saga of the *Necronomicon ex Mortis*, also known as the *Book of the Dead*.

Taking place eight years after the last instalment of the *Evil Dead* trilogy, Ash returns to the infamous cabin in the woods. Again he's faced with the challenge of battling 'deadites' and evil forces that have crossed over to our world because of the *Necronomicon*.

The game also adds several new and exciting environments to the *Evil Dead* universe that serve to expand its existing history. The richly detailed, 24-bit environments offer a wide variety of gameplay, settings, puzzles and enemies.

As a spooky added bonus, THQ has the exclusive interactive rights to the classic horror film *Evil Dead*, and it has the full support of *Evil Dead* creators



Sam Raimi, Robert Tapert and Bruce Campbell, along with voice-over from the man himself, cult hero Bruce, who will voice the part of Ash.

As you would expect, the game will offer richly detailed animated backgrounds, along with gameplay that offers the ideal balance of action, exploration and puzzle solving, a wide variety of enemies (including new horrific 'deadites' as well as some returning favourites), together with a large array of upgradeable weapons. To add that final touch, there will be numerous in-game cinematic cut scenes, as well as pre-rendered sequences, cinematic camera movements and angles true to classic horror films, plus environments that include settings from *Evil Dead* with new and unique locales that offer a variety of gameplay. *Evil* also offers a non-linear design, allowing for added replay ability. More on this when we can axe our way into the THQ office!

EVIL DEAD 2

Brucey's bio

Bruce had his first acting experience at the tender age of 14, when he played the young prince in *The King and I*.

Bruce later went on to appear in a number of productions with his father, until he got a super-8 camera as a gift and began experimenting with film making.

When he was in high school, Bruce met someone who would later become a long-time friend and very important collaborator – Sam Raimi. And the rest, as they say, is history!



PLAYERS ASSUME THE ROLE OF ASH, THE CHAINSAW-ARMED HERO FROM THE EVIL DEAD TRILOGY

loading

Resident Evil Code: Veronica

Lock the doors and shut the curtains, people — there's something blood-curdling about to make its way inside...

It seems the number of top quality Dreamcast titles is still on the increase, but then we already knew that — we're just wondering whether it'll ever end, to be honest. And the same goes for the ever-appealing Resident Evil series. Unlike some on-going titles, each of the Resident Evil games has bettered the one before.

But Code Veronica can easily be classed as a turning point for the series, as with the Dreamcast's capabilities, the gameplay as well as the graphics have undergone some dramatic changes — more about that later, though.



Publisher	Eidos Interactive	Developer	Capcom
Released	Late Spring 2000	Genre	Shoot-'em-up



■ Make sure you haven't just eaten before you start playing this.



RESIDENT EVIL CODE: VERONICA

resident evil: the biography

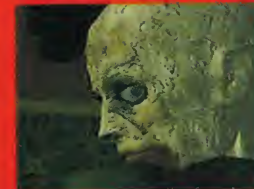
A quick walk through time is called for, we reckon. It all began way back in 1996...



Resident Evil

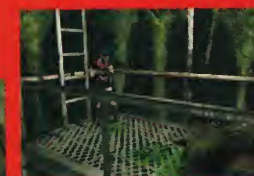
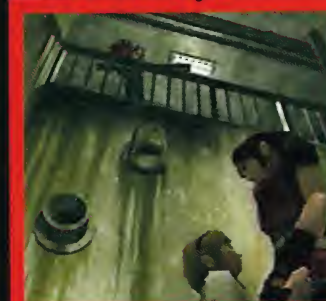
Classed as more of an action/adventure game (which we suppose it still could be, to all intents and purposes). You could control one of two commando-style agents through an old mansion, full of both flesh-eating zombies and brain-straining puzzles for you to overcome. Depending on which character you chose the game would unfold differently, though the environments would remain the same – kinda like two games in one, if you like.

As it was a PSX phenomenon and it was relatively early, the graphics would look rather dated now, but the control system was simple, the dramatic effects made gamers leap from their seats, and it engraved Capcom's and Virgin's name on everyone's minds.



Resident Evil 2

Of course, it didn't end there. Resident Evil 2 came on two PlayStation discs, one for each of the two new characters that starred in it. The plot is set a couple of months after the Incident at the mansion house in the first game, where most of the STARS team were massacred by mutant zombies created by the Umbrella Corporation. The residents of Raccoon City have since become infected by a new breed of virus named the G-Virus and now all that survives there are the living dead. Leon Alexander and Claire Redfield are the stars of the show and as Claire continues to try and find her brother Chris, Leon goes off on a different path. More puzzles, more gore and more blood curdling gameplay – videogames had never been so good!



FROM THE START, THE INTRODUCTION SEQUENCE SETS THE STANDARD

Code Veronica's set three months after the events of Resident Evil 2. Claire is still on the trail of her lost brother Chris, the hero from the original game, and is continuing her search in Europe. The Umbrella Corporation are still up to their old tricks and as Claire delves further into their insidious activities, she ends up trapped on a tropical island in the middle of nowhere and must find her way off, trying not to get killed by the zombies who are intent on chewing her to death.

Movie Magic

But in all seriousness, you truly are going to be amazed when you see this game. Literally from the start, the introduction sequence (which lasts about five to ten minutes) sets the standard. Cinematic would be the first word that springs to mind to describe it.

Claire's in the Paris Lab Facility looking for her brother and is being chased by loads of soldiers. At one point she's racing a helicopter that's firing at her through the window and



RESIDENT EVIL CODE: VERONICA

choose your weapon

There are five weapons that we can confirm will be in the finished version of Code Veronica; here's the info...

Gold Lucers

Take on multiple enemies with these babies. A zombie kindly drops them before he keels over. While you're targeting one enemy, the other gun seems to automatically lock-on to the closest other one to you, to finish him off at the same time.

AK-47

This is one of the Russian army's favourites – it's never been found in any of the Resident Evil titles before.

M79 Grenade Launcher

This fires gas, acid or napalm, along with traditional grenades. Multi-purpose – just what the doctor ordered.

Franch SPAS-12 Shotgun

Unfortunately this takes up two slots of your inventory due to its sheer size. However, you'll feel well protected with this in your hands.

Beretta M93R

This is the standard issue handgun for the STARS team. This is the least powerful of all the guns you'll come across in Code Veronica – that is unless you can find the attachments that go with it...



■ Near the end of level one you must solve a puzzle by scanning your way out...

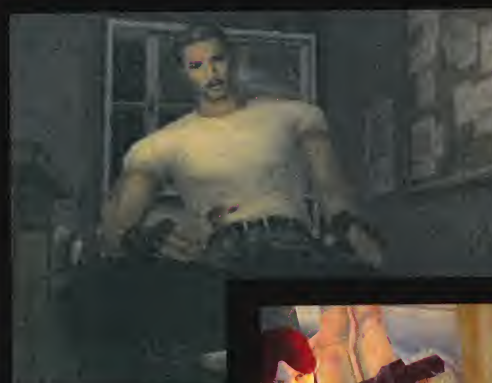


THE ANIMATION'S FAULTLESS – LIGHTING EFFECTS ARE DRAMATIC AND THE FACIAL EXPRESSIONS HAVE BEEN DEVELOPED TO AN AMAZING LEVEL OF DETAIL



it just got scarier

Capcom Producer, Shinji Mikami, has just revealed some new info about Code Veronica's enemies. There's one in particular you should be specially chilled by – it's called a Bandersnatch and it's got some evil elasticated arms, possibly used for strangling you or giving good chase and then grabbing you while you're on the run! Other enemies spoken of include poisonous Hunters and giant earthworms. The rest are being held close to Eidos' chest for now, until it gets closer to the game's release date.



when she finally thinks she's reached safety in an empty room, she looks up to find at least 20 troops pointing their firearms straight at her. We're not going to tell you the rest, of course, as that would simply be denying you the pleasure, but the graphics are outstanding; the animation's faultless, the lighting effects are dramatic and the facial expressions have been developed to an amazing level of detail – almost Shenmue quality.

So what else is new to the third episode? Well, if you hadn't guessed by now, it's all in full 3D which – in comparison to Res Evil 2, which we reviewed last issue – makes it look like a completely different game. The full

polygon characters and environments now allow for some very dramatic camera views in real time, including a first-person view, adding to the movie-like atmosphere.

If any of you have had your hands on the demo of Code Veronica, then you'll believe us when we say this is going to be an epic in every sense of the word. Look out for even more details next issue.

■ Claire gets attacked by two flesh-eating undead dogs...

CODE VERONICA CAN EASILY BE CLASSED AS A TURNING POINT FOR THE SERIES. IT'S UNDERGONE SOME VERY DRAMATIC CHANGES



Publisher	Sega	Developer	Sega
Released	TBA	Genre	RPG



Eternal Arcadia

Sega's first attempt at an RPG for the Dreamcast - but is it move over Shenmue? Fat chance...



In the vast heavens, people live on floating islands. In this world, the sky is everything. It is the stage of life, trade and battle. Now is the Period of the Great Voyages.

People are constantly evolving airships to high standards and are beginning to go abroad to places seldom travelled or explored. Curiosity drives them to go beyond the sky they have mapped and into the unknown.

Beyond these clouds they search for a new heaven and possibly earth. According to legend, the world, floating somewhere in the sky, is unimaginably broad. It is said that the world is covered with a burning desert or possibly an ancient forest.

The journey begins with a young boy. At first, the island where the main character resides looks peaceful. However, it is the headquarters of the

FIGHT BADDIE PIRATES, MEET OTHER CULTURES, MAKE FRIENDS (NOT ENEMIES) AND UNCOVER STRANGE UNCHARTED ISLANDS



■ The Black Pirates steal riches and murder unsuspecting travellers...

Blue Air Pirate, Dayn. The boy, Vayse, lives on this little island, referred to as "Pirate Island." The great powers of the military are building colonies all over the world and are beginning to torment these peaceful air pirates and the residents of their island.

Robin Hood

Vayse challenges the Great Military Power and steals all their treasure. Similar to Robin Hood, the people see him as sort of a Justice Pirate, similar to Robin Hood. Another little girl, Aika, is the childhood friend and possible love interest of Vayse. She too was born on Pirate Island and is part of the Blue Pirate Family (Dayn's family).

One day, quite unexpectedly, a foreign girl shows up on the Island. She is invited to stay with Dayn. Her name is Fina. Neither Vayse, Aika, or Dayn have seen her type of clothes or soft

demeanour before. She must have appeared from some unknown, unexplored land. Fina never reveals much about herself to others, but she is in apparent need of help. Vayse and Aika both decide to help Fina and travel, to this unknown world. In their journeys, they will encounter sickness such as the Flu, the Great Military Power, and sailors with various personalities. What the three don't know is this adventure of theirs will take them to the end of the universe and beyond. At this time there is no limitation to the universe and the people are full of dreams and curiosity. The story of sailor's dreams and voyages will be in the stage of the Great Sky. This will be known as "Eternal Arcadia."

The brains who bought us the likes of Phantasy Star, Dragon Force and Sakura Wars have reunited to bring us Project Ares,



■ Gone are the days of 2D RPG battle scenes...

or rather - Eternal Arcadia. If you've just trawled your way through the plot then you'll know the basic premise of this game: fight baddie pirates, meet other cultures, make friends (not enemies) and uncover strange uncharted islands.

This game is so far from completion even Sega has no idea of a prospective release date yet, but we'll be keeping our noses firmly to the ground.



■ Air ships are nothing if not a novel means of transportation.

THE BRAINS WHO BOUGHT US THE LIKES OF PHANTASY STAR, DRAGON FORCE AND SAKURA WARS HAVE REUNITED

loading



Hostile Waters

Derek dela Fuente, a Rage fan through and through, popped to their Birmingham studios to take a look at Hostile Waters, which is coming late in 2000 to Dreamcast...

Hostile Waters is an action strategy game which is very much the child of Carrier Command and the Desert Strike series, with elements of Red Alert thrown in. The game will be level based, with the idea being to have five training missions, complimented by 24 full ones, all scripted around a story written by professional comic author, William Ellison – the chap responsible for graphic novels such as Trans Metropolitan, Stormwatch and Hell Blazer.

There's resource management in this game, and you'll find yourself having to build helicopters and scavengers, as well as tanks and assault vehicles. The problem with C&C games is that from level to level, you don't own anything; you begin with nothing and have no identity. Here you have a game whose AI goes with you. Each vehicle you build in Hostile Waters will have its own scripted AI chip, which you add to give them their own distinct personalities and voices. This means that if a vehicle is destroyed, you'll

IT'S A VERY DIFFERENT GAME TO ANYTHING ANYBODY HAS EVER SEEN



■ Incoming – enemy fighter jets are on your tail.

Publisher Rage
Released Q3 2000

Developer Rage
Genre Strategy/Action



■ A twist on interactive home shopping – buy yourself a nice new tank...

HOSTILE WATERS

the basic scenario

The world is at peace and there are no more weapons around. However, a cabal of old world magnates, financiers and evil despots decide that this isn't the way things should be, as they find themselves no longer enjoying the power they once had. They all move to a chain of islands in the South Pacific from where they start trying to take over civilisation. To complicate matters, many years prior to this a vehicle called an Adaptive Cruiser – a self-sustaining war machine – sunk around these islands. Using its nano-technological abilities, it processes the small amount of energy it has left and rises to the surface, where you can take control of it.

have to go out and collect the chip to use in another that you may build. The idea behind this is to get the player to make self-sufficient vehicles and let them go out on their own, although you will have the ability to cycle through them and control each one individually.

Julian Widdows, Producer of Hostile Waters was put under the spotlight to answer our questions...

DCM: So, what's Hostile Waters all about?

Julian: What we've gone for is a game which properly combines action and strategy elements, and that has led to a whole host of unique interface systems, playing systems, map screens, construction rooms – it's a very different game to anything anybody has ever seen. All the movies are absolutely breathtaking. You have a real physics engine and that's very impressive, especially as it affects gameplay. For example, if an object

hits one of your vehicles it will knock your vehicle off track, or if it's weak, it will blow it up. It's a very unique interface system which allows you to give orders from within the game. For example, you can set up orders in the front end while the game is paused and then go back into the game and amend those orders, move your units, get them to attack a target – it's a very flexible engine which leads to a unique style of gameplay.

DCM: Do you see this title breaking new ground in the way that Incoming did?

Julian: In a different way. Incoming's strong point was that it broke new ground in terms of technological achievement and what it set out to do – it was a very brave thing to do, it was the first 3D only accelerator game that

made itself a success. In terms of its technology, yes, it does break ground but in a very different fashion, as did the physics engine. Hostile Waters probably has the most comprehensive physics engine around at the moment. The effects are a lot more subtle – we think it will really break new ground in terms of gameplay.

DCM: What do you think are the game's selling points?

Julian: Very unique gameplay, unique cinematic structure that really pulls in elements of gameplay, plot and story and that's all combined in a way that I



■ Julian Widdows – Producer of Hostile Waters.



HOSTILE WATERS

the objective of the game

The idea of Hostile Waters is to battle through 25 levels of action/strategy gameplay, starting from very simple basic missions designed to get the user used to the interface systems, cycling between all the different units.

The basic background story is that it's the year 2032 and the world is finally pretty much at peace. Weapons of war have been put aside and all are now working towards a utopian society – but there is a cabal of old world magnates, despots and military leaders who decide, when the world is heading towards this new

utopia, that it isn't for them. They retreat to an island chain in the Pacific and build a war machine, so they can rage war on earth again. Your role is to take your carrier back into this island chain, fight your way through to the island where the cabal is based, and destroy them. The actual story twists and turns several times, so that the player thinks they're getting towards the end and then it changes; the story takes a whole new slant and the gameplay alters quite dramatically – the enemies become quite different and it becomes very interesting.



HOSTILE WATERS PROBABLY HAS THE MOST COMPREHENSIVE PHYSICS ENGINE AROUND AT THE MOMENT

don't think you'll have seen in an action/strategy game before. It's a seamless transition between game and movie because they use the same engine; we can do things with the game engine that years ago were considered high end in pre-rendered graphics. The physics are unique; they give the game such a realistic feel, it makes it look like a real environment – it's no longer a computer generated place.

DCM: Don't you think people now expect top notch physics and high-end specs?

Julian: I think for a long time games players have had to accept that things don't look real in terms of physics. Look at most racing games – although they give you the illusion of driving a car, when put next to a real driving

simulation it doesn't look anything like that – the mass doesn't behave like that, you can feel the difference when real physics is in action. It's only really recently come to light and it's so noticeable, the difference it makes. I think it will be something players will expect after a few games like Hostile Waters, but I don't think they're used to it and certainly, when you see people's reactions to Hostile Waters, they'll be awe-struck.

DCM: How do you class the game?

Julian: I wish there was a different genre you could put it into, because action or strategy is a horrific genre. It is action-strategy, it marries elements of both but creates something that's very different. You have to participate in the strategy

element but it's not heavyweight – you don't have to assign massive troop commands or worry about whether there are enough squads on the front, but you have to look at the map routes and take time out while the game is paused to look at what's going on.

DCM: If you complete a mission with seven vehicles left, do you go on to the next mission with only those seven vehicles?

Julian: No, each mission is self-contained. You generally start with one or two units and a small amount of energy to build some units and that's all. What I should explain is that any of the combat vehicles can have any of the weapons, so that gives a combination of around 64 combat vehicles.





WE THINK IT WILL REALLY BREAK NEW GROUND IN TERMS OF GAMEPLAY

DCM: Exactly how helpful is the help system?

Julian: Because we're doing something quite new, we do need to educate the player, so the way it works is that the first five missions are quite lightweight – they teach the user how to use the interface, give remote orders and instruct how to carry out orders. We also have a big training mission at the start of the game, which involves Phyllis Barber and Paul Barrow actually teaching you how to do everything that's required to play the game – managing your resources, scavenging and destroying, mostly. There's also a technical database which contains all the information in text form, as well as a manual.

DCM: How varied are the missions in terms of the look, feel and things to do?

Julian: They are really varied – what we've tried to do is not just create a 'here's the enemy base – destroy it' situation. For example, you have a submarine which is constantly leaving this enemy base – which is inside a great big volcanic island – and you have to get inside there. The only way to do that is to get a transponder from a submarine, because that's how they open the doors and they're blocking the outside. So not only are you coming under attack but also you have to attempt to destroy submarines, which always come out with a small convoy of enemy helicopters to protect them. On another mission you find that you're trapped and you have to destroy enemies as a certain objective to clear the island.



DCM: How does the dialogue manifest itself on screen?

Julian: We have 15 characters in the game, all of which have very distinct personalities. These aren't actually real people – they are the chip-contained minds of dead soldiers, the theory being it's a lot cheaper to produce silicone than it is to train a soldier. So, during the late 20th Century soldiers have chips implanted in the base of their spines which effectively record their training and their personality and when they die, the chip comes to life and absorbs the soul of that person. These can then be taken out and plugged into vehicles and used to control them. All of these have full speech – they banter between themselves, and when there's a lull in the action, they'll start talking to each other.

DCM: Is there more than one character you can assume?

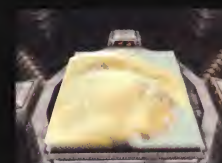
Julian: You actually play the role of the commander on the ship – you give your orders to your vehicles out



on the landscape and what happens is, when you join a vehicle you actually take over from the chip, so you actually get a speech cue.

DCM: Did you choose particular people to do the voice-overs for the game?

Julian: We wanted people with very strong voices. I think Tom Baker has one of the most dramatic, strong voices around. There are very few people around with the same sense of gravitas and humour in the same sentence. Also Phyllis Barber – we wanted a very beautiful, well-spoken English lady and there aren't many voices as good as hers. There's so much interest in the interactive games industry – kids don't go home and watch TV all night, they play video games. Actors are having to take an interest in this sector; it's a lucrative sector of the market. They were all pretty keen, especially Tom Baker. It was such an enjoyable two hours working with him, 'cause he was so into the script, and we had Warren Ellis there.



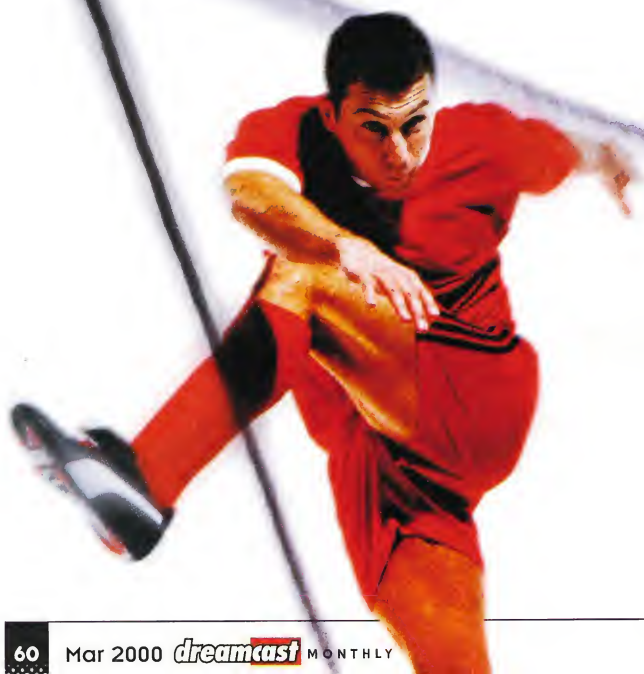
■ Futuristic aircraft with big guns. What more do you need?

HOSTILE WATERS ISN'T EXPECTED TO BE RELEASED UNTIL THE END OF THIS YEAR AND IT'S OUT ON PC SOON. WE'LL BRING YOU MORE NEWS CLOSER TO ITS RELEASE.

feature



G I A N T





KILLERS

A football **MANAGEMENT GAME** on the Dreamcast? Surely not. Derek dela Fuente met up with Smoking Gun and **IO PRODUCTIONS**, both based near Southampton, to find out more about what could be the first football management game **ON THE DREAMCAST!**

Giant Killers was conceived by Smoking Gun and released on the PC recently, but was passed over to IO because of their background and their expertise in coding on the Dreamcast. This will be a synergy between both teams and, before you ask, this isn't a port of the PC game but will offer many new ideas and features. Both the teams are

headed by well known figures who previously worked at SCI and had a number of hit titles on the PC – including Lawnmower Man and Kingdoms amongst many. Having both gone their separate ways, they've joined forces for the creation of what could be the first Dreamcast football management game to hit the scene at the start of the new season.

Chelsea Club Info

Financial Information

Stadium Name
Ground Capacity

Stamford Bridge
35,500 approx

Current Division
Last Season

Premier League
3rd, Premier League

Club Transfer Record

£10.00M

Current Budget For Players
Weekly Players Wage Bill

£11.5M
£325,250



Leeds United



THE GAME

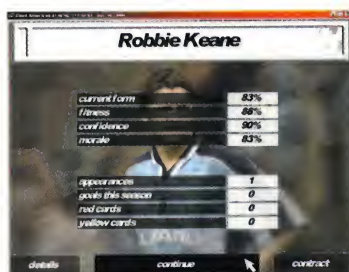
This is by no means the first Dreamcast game to use the 'glorious game' as its subject, but Giant Killers is certainly the machine's inaugural football title to be management based. Swapping a place on the terraces for one in the team dugout, let's

have a look at what the game will have to offer.

Firstly, Giant Killers uses the 112 teams currently in the Premiership, Division 1, Division 2, Division 3 and the Vauxhall Conference, although at least three will change between now and the scheduled release date, because the bottom three of the Conference are replaced each season. All players (more than 3000 at the moment) will be in their respective teams when the new season begins and all teams will be in their correct divisions.

One of the major drawbacks in other football management games is that many rate the team and not the individual players – something Giant Killers will steer well clear of. Each player will have a rating in five areas; ability, fitness, form, value and wages. Although you won't be able to alter any of these values, they will change

throughout a season and even during a match. Everyone knows that David Beckham's ratings will be high and all football fans realise that Michael Owen is fit and quick, but what of players such as Neil Harris of Millwall? IO Productions contacted club fanzines and die-hard supporters to supply the ratings for players in the lower divisions and – to counter the obvious bias of suggestions of 100 per cent ratings – a formula was also incorporated to give a more realistic value. (That and a careful study of the Rothmans Football Yearbook.) It's these ratings, combined with formations, playing styles and player positions, which will



RATINGS – COMBINED WITH FORMATIONS, PLAYING STYLES AND PLAYER POSITIONS – WILL DETERMINE HOW WELL YOUR TEAM PLAYS



GIANT

KILLERS



UNLIKE PC FOOTBALL MANAGEMENT GAMES, GIANT KILLERS IS DELIBERATELY PLANNED AS A FASTER, LESS COMPLICATED GAME



determine how well your team plays in a match. The AI doesn't change from team to team, only the data. This means that if Dover Athletic buy lots of good players and move up through the divisions, their results will improve accordingly. To add to that, the developers have tried to mirror the teams as they would play in real life, but because this is a fun game, there was a certain amount of levelling the playing field within each division in order to ensure that playing the game is a fun experience.

TRAINING PRACTICE

It's at least six months to kick-off, which gives plenty of time for the implementation of a training system for improving player ratings. What form this will take is still being decided on, but in keeping with the intended ethos of Giant Killers, it'll be simplistic. However, player ratings can also decrease if they're left on the

bench for too many matches. Squad rotation system, anyone?

Let's get one thing out of the way now: there's no way you'll ever get a player of Beckham's calibre to play for Gillingham. In the real world Mr. Posh Spice would never consent to joining the Gills, even if they could satisfy his financial demands, and so it is here. (Mind you, at the time of writing he could very well win an FA Cup medal if he did.) Another way Giant Killers reflects the football world is in the thankful absence of anything to do with ticket sales, prices of hot dogs, building new stands, etc. A football manager isn't concerned with such trivialities and neither should you be – that's why none of that is to be included in this game.

TALKIN' 'BOUT MONEY

For those unfamiliar with this type of game, you have to remember that income has to be generated in order to spend. Money is gained through gate receipts, television rights, sponsorship and selling players. Although you have no control over the first three, the onus is on you, the manager, to be astute in tactics, style and the transfer market, thus gaining promotion and the possible freedom of the city.

After choosing your team (and we all have our favourites), a quick look at the squad will tell you whether you need to buy any players. Assuming you do, it's a simple case of deciding on a few parameters; age, ability, value,

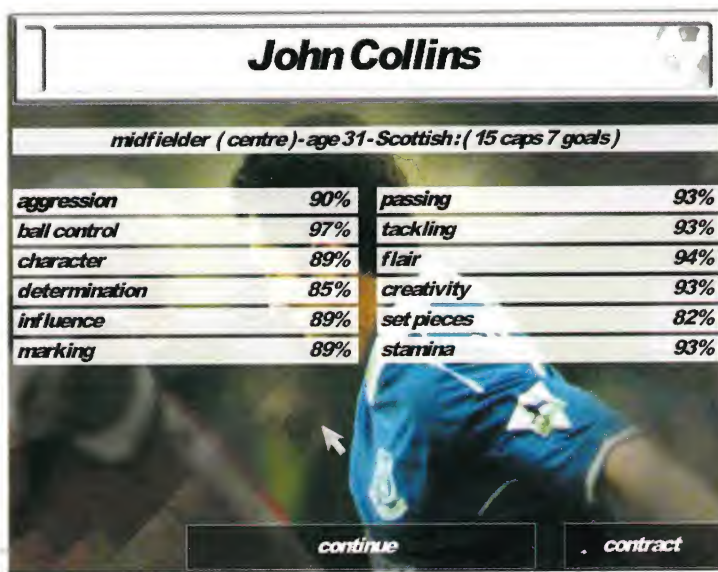
A LEAGUE OF ITS OWN

Mentioned at the beginning were the five divisions the game covers. Added to that are the two-cup competitions: The Worthingtons Cup and The FA Cup. All teams will play in the latter, but the former isn't open to those clubs in the Conference.



SWIM WITH THE BIG FISH

The Rainham End down at Priestfield break into a chorus of 'Alleluia' when a corner is won, the same as they do at Spotland, Victoria Park, Deva Stadium, The New Den and many other grounds. Giant Killers may give those of us who suffer, week in, week out, the chance for a glimpse of glory.



position and availability. A list is then presented for you to peruse. Make a bid and, if successful, your squad numbers increase. Knowing your next opponents, select your tactics from those available (and at present there are about ten options), and it's off to the match.

10 Productions has decided to go for a minimalist approach to the match itself, because there's not going to be any voice commentary, no cut scenes and certainly no video footage. All you have is the teleprinter text giving information on the current state of play. This can be low, medium, normal or high in detail. High will give you virtually every kick, whilst low detail consists of goals, injuries, cautions and sending offs. The in-game commentary itself offers thousands of lines of text. No easy 'Shearer shoots and it goes wide' messages – Giant Killers gives you the full monty:

"...Onoura latches onto a loose ball and shoots. A curling volley that Bosnich wouldn't have got to but it goes wide".

GLORY HUNTERS

Unlike PC football management games, Giant Killers is deliberately planned as a faster, less complicated game. If your chosen team is a less glamorous one (and remember, it's easy to support Manchester United or Arsenal), Giant Killers can level the playing field with the assistance of a wealthy benefactor. By playing on easy level, this mystery man will donate £25 million to your transfer fund, allowing you to tempt the bigger name players to your club. Medium level also gives you a cash

injection, but two other clubs in your division will also find a pot of gold, giving you stiffer competition in the transfer market. The third level, hard, gives you nothing. Every team has a budget, so unless you choose a Premier League club, there won't be much to spare. Who said managing a football club was anything other than difficult?



THE DEVELOPERS HAVE TRIED TO MIRROR THE TEAMS AS THEY WOULD PLAY IN REAL LIFE

DCM: How many people will be involved in the project and when do you think it will be completed?

FERGUS: There's a team of seven on the project between IO and Smoking Gun, with varying degrees of involvement. The title will be out around the start of the new season. We've got a lot to do and we want to ensure that it's 100 per cent Dreamcast focused. Work is well under way, with new graphics, a new interface and lots, lots more.

DCM: This is based on the PC version from On-line Sports, so how different will this be and what ideas are you thinking of to improve or tailor it for the Dreamcast market?

FERGUS: The core management engine is based on what was developed for the PC version, but the whole screen layout, navigation system and user interface have been

or even that its appeal could be limited, or do you see it as a trailblazer for the machine?

FERGUS: Codemasters have done well with their game on the PlayStation, so you have a management game on console and it works and sells. It is about getting the look and feel right. We're aiming at those players who want to get into the game easily but also want it to give them a challenging experience. It's definitely a significant technical challenge to be able to squeeze the amount of data required onto the Dreamcast, but like all good technical challenges IO and Smoking Gun solved it in a brainstorming session down the local pub! As for its appeal, both companies feel that football management games can be just as successful on the Dreamcast as other platforms. There've been many rumours about the zip drive coming to the Dreamcast and we

gritty of the game – and that's who won on Saturday afternoon, and who's top of the league!

DCM: You've cut out some of the irrelevant parts that other games focus on, like hot dog selling, seat prices, etc. Do you believe that too many football management games are trying to out do each other and lose focus?

FERGUS: In short, yes. In Giant Killers, you may not be able to set the price of a hotdog on the concessions stands, but the ref can get a ball in the face and have to be replaced by the 4th official. We're making a fun football game here, not a spreadsheet! This is about being a manager and running a team. Too many games have too many complex and irrelevant options in them to pad them out. You can make a great management game if you focus on the look and getting the facts and the learning curve just right!



FERGUS MCNEILL

MD SMOKING GUN

completely redesigned to work with the Dreamcast controller and be suitable for a TV, as opposed to a monitor. What works on the PC with the mouse is completely inappropriate for the Dreamcast, so this has had to be completely rethought. There'll also be an expanded database, more detailed match reporting, vastly improved in-game SFX and a complete overhaul of the graphical look and feel. Every day we're making new changes – the PC was a good base to start from and we've learnt what works, but we expect the Dreamcast version to be far superior. With two teams working on the game, we have double the input!

DCM: Were their worries from the start about storing data, etc,

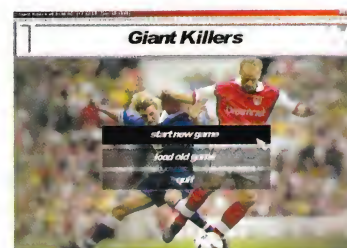
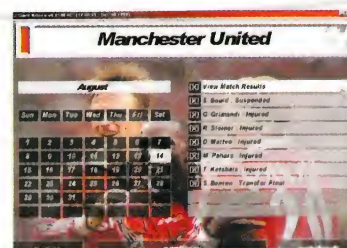
believe this will happen. So with that in mind, we'll be looking to using the zip drive for people to save games and have extra data from. If not, then the game will still work!

DCM: Is the game mainly stats based and presented, or are there going to be on-screen animations and interaction?

FERGUS: Smoking Gun and On-line Sports have done a lot of market research into this area. This has shown that most people largely ignore whizz-bang 3D features after the first few minutes of playing this type of game. It's probably worth pointing out that the market leader on PC, Champ Manager, has no 3D or animations and this isn't just a coincidence. Players want to get to the nitty

DCM: How complex is the menu system and what kind of stats screens will we have?

FERGUS: It's not complex at all, even though the user has immediate access to detailed stats on thousands of players. A lot of design effort was put in, between IO and Smoking Gun, to ensure that every piece of information, and every function of the game is quick and easy to access. More than that, the interface has been designed in such a way that everything is intuitive to access, rather than needing a thick manual to explain things.



WE'RE AIMING AT THOSE PLAYERS WHO WANT TO GET INTO THE GAME EASILY BUT ALSO WANT IT TO GIVE THEM A CHALLENGING EXPERIENCE



WAR
SUCCESS AT SNOOKER CAN SERIOUSLY DAMAGE YOU
JIMMY WHITE'S 2: CUEBALL, NOW ON DREAMCAST™. THE MO



awesome
developments



Dreamcast

NING:
R LIVER, RELATIONSHIPS AND PERSONAL FINANCES.
ST REALISTIC SNOOKER GAME EVER. PLAY AT YOUR OWN RISK.

WAITING FOR PLAYERS



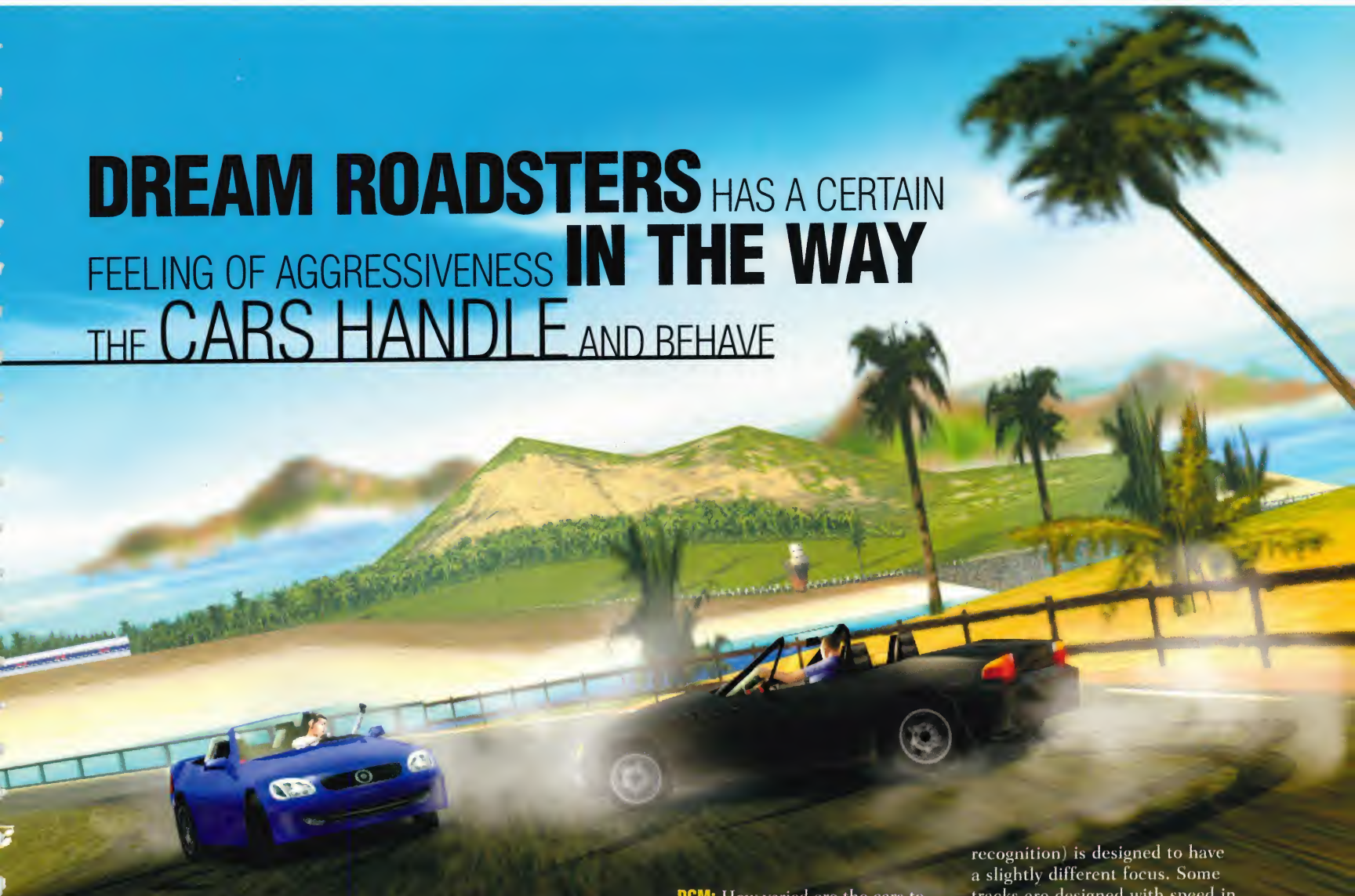
Derek dela Fuente pays developers Player 1 a visit to track down what exactly makes Dream Roadsters pole position...

DCM: Who are Player 1 and what have the team done before?

Player 1: We have six core people on this team who have really performed miracles – two engineers and four artists. We've also contracted a few guys from the University of Southern California to help out with the physics engine, and we contracted an artist to help us out in the past few months as well.

Many people on the Dream Roadsters team have been with Player 1 for years. Collectively the team has worked on Dead In The Water, Robotron X, Milo's Astro Lanes, and lots of others. One of the programmers worked on Bug 2 plus other games as well.

DREAM ROADSTERS HAS A CERTAIN FEELING OF AGGRESSIVENESS **IN THE WAY** THE CARS HANDLE AND BEHAVE



DCM: What are your thoughts on the Dreamcast, since you have worked on many other formats?

Player 1: The Dreamcast is a very strong games system. It may not be a PlayStation II, but it can sure blast graphics! The Dreamcast has eight megs of texture memory, eight megs of main memory for the game core, and the Hitachi SH4 200mhz RISC is equivalent to a PII233, this is cool!

DCM: So where does the team's expertise lie and what gets you excited about the game?

Player 1: The team's expertise is in gameplay. Dream Roadsters has a certain feeling of aggressiveness in the way the cars handle and behave. We also think that our courses are pretty outstanding. It is important to remember that we were not shooting for a photo-realistic racing game; we wanted to create a fantasy... a Dream. The art style is intentionally saturated to give it an arcade feeling.

The main thing that makes a racing game really fun is the urge to completely annihilate every best time on every track, in every game mode. We also like a really stressful challenge; Dream Roadsters offers tracks that dynamically change over time, with varying weather conditions, acts of god, etc. This keeps racers on their toes!

DCM: With loads of racing games around surely people will say, "Not another racer"?

Player 1: There are lots of racing games out there but the AI racers in most racing games are boring. Sure, they race well (almost too well) but they have no personality, they don't try to shove you off the road, or really get in your way. Their only goal is to win the race. We have tried to inject AI personality into our game. We have different drivers you can choose from. Each driver has their own personality, and sound phrases they use during the race.

DCM: How varied are the cars to drive? Okay, you have lots of different makes but is it merely cosmetic?

Player 1: Each car has its own special characteristics affecting the handling, acceleration, top speed, suspension, and braking abilities. Since this is more of an arcade racing game than a simulation, the vehicle upgrades are provided in packages. Each upgrade costs money, which you must earn from racing. The better you race the more cars you can try and upgrade! Each track has special conditions that make them more conducive to certain types of cars over others. You can't win without trying different cars. The further you get into the game, the harder the game becomes. If you don't upgrade your cars, or master the handling of each car you choose to focus on, the AI will destroy you.

DCM: Was there a special focus on the tracks?

Player 1: Yes. Each track (all of the locations are taken from real life, and then distorted beyond

recognition) is designed to have a slightly different focus. Some tracks are designed with speed in mind, while other tracks require superior handling and real driving skills. This keeps the racing fresh and makes learning other types of driving skills fun. In the game, we really don't have any pedestrians. It's not that we don't like having people milling about the road during a high speed chase, it's just we wanted to focus on the driving experience, and make sure that every polygon was being used to do just that.

DCM: Will people find the game tough?

Player 1: Although the AI system is aggressive, Dream Roadsters does employ a rubber banding system. That means that if you get too far ahead of other racers, they are allowed to race a little bit better to catch up with you. If you make too many mistakes, and get too far behind, the AI slows down a bit giving you a slight chance to catch up. We don't, however, use this technique for all of the cars. There's always one ace in every race!

Don't play games with criminals.

It will end in tears.

A SMALL sample of recent convictions:

Anthony Shaw	Cardiff	6 months prison
John Edgar	Wakefield	£400 fine & £120 costs
Brian Kane	Liverpool	4 x 50 hrs Community Service
Colin Jackson	Sunderland	£200 fine & £200 costs
Norman Mockford	Surrey	8 Months Prison & 180 hrs Community Service
Anthony Scaccia	Cardiff	£2000 fine & £1585 costs
Mark Hopkins	Newport	£100 fine & £100 costs
Rowan Pastile	Buckingham	5 x £400 fine & 6 x 150 hrs Community Service
PCs Direct	Northampton	3 x £2500 fine
Mark Williams	Aberaeron	£400 fine & £5000 costs

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AND FORFEITED FOLLOWING CONVICTION

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Crazy Taxi 72

Drive your taxi to the raggedy edge, you know you want to.

Deadly Skies 76

The Dreamcast's second flight sim. Fun for all the family?

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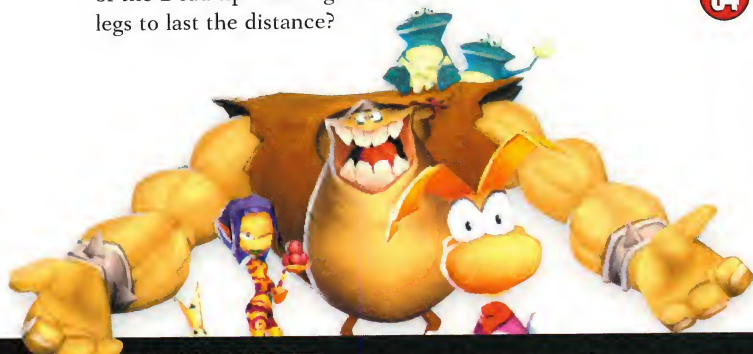
The next generation of 3D platform fun. Sonic Adventure had better run for cover...

Wild Metal 88

Our first true action/strategy game and it's looking like a winner

Zombie Revenge 84

Arcade action on a House of the Dead tip. Has it got the legs to last the distance?



CASTING VOTE — How we rate the games

10

Don't expect to see a game awarded this prestigious mark in DCM very often. It's a score that's solely reserved for games made of the purest gold, fashioned into a veritable work of art.

9

It's not a rule, but in general this will be the highest score you'll encounter in the magazine. Games of this quality are the reason you bought a Dreamcast in the first place.

8

An incredibly accomplished game that features some ingenious touches. Games awarded this mark have all the required components to keep the fussiest player happy.

7

An above-average game that does the genre it represents justice without necessarily being particularly innovative. A game receiving this score may have a few niggles, but is an enjoyable experience.

6

Flaws are starting to become more evident here — you'd have to be a fan of the genre to really appreciate a game of this quality's worth.

5

Average games like these often have redeeming features, but will be seriously lacking in areas like longevity, gameplay or control. Bugs and glitches are most likely evident.

4

Games awarded this mark might hold your interest for an evening, or even two, but beyond that you're looking at a very expensive coaster. Best avoided unless you're a really flash git.

3

We're getting into the realm of the unplayable game now. Just an hour's play will be enough to make you want to slit your wrists with the otherwise redundant CD.

2

There's a fine line here between this and the next mark down. Perhaps the dire quality of the game/graphics/voice-overs gives you a laugh or two before it gets binned.

1

Complete and utter pants. Don't even rent games receiving this score, you'll regret the £1.50 overnight fee and realise you'd have enjoyed throwing your money down a drain much more.

CRAZY TAXI

The greatest, maddest and most dangerous thing on the streets. Take it for a test drive right now!

72



Peripherals



THOUGH SERIOUSLY PLAYABLE WITH SEGA'S JOYPAD, THE FRANTIC NATURE OF THE GAMEPLAY CAN LEAVE YOUR FINGERS SORE TO THE POINT OF REPETITIVE STRAIN SYNDROME. PLUG IN THE STEERING WHEEL, HOWEVER, AND YOU'RE CRUISING. THAT'LL BE 50 QUID PLEASE, MATE...

ALTERNATIVELY...

Speed Devils

THOUGH NOT QUITE AS 'CRAZEE' AS CRAZY TAXI, SPEED DEVILS OFFERS ITS OWN CLEVER BRAND OF MOTOR MADNESS. THERE'S PLENTY OF SINGLE-PLAYER ACTION TO KEEP MOST GAMES PLAYERS HAPPY FOR MONTHS, WHILE THE MULTIPLAYER MODES ARE SOME OF MOST CHALLENGING AROUND. CHECK OUT THE DIRECTORY FOR MORE...



INITIALLY...

EXTRA GAME MODES, AN EXTRA CITY AND HUGE AMOUNTS OF HILARITY YOU MAY NOT HAVE APPRECIATED EVEN FROM THE ARCADE VERSION. IT'S ARCADE PERFECT GRAPHICALLY BUT DEFINITELY OFFERS PLENTY MORE IN THE GAMEPLAY DEPARTMENT - YOU'LL BE PLEASANTLY SURPRISED, I BET...

CRAZY TAXI!

Mad, mindless, deranged and deadly. Crazy Taxi really is madder than a March hare in June...

→ THERE'S PLENTY OF INFORMATION TO BE STORED ON THE VMU IN CRAZY TAXI. ALL THE RANKINGS FOR EACH GAME MODE ARE KEPT HERE, ALONG WITH ALL THE SUB-GAMES AND SCORES YOU COMPLETE IN THE CRAZY BOX.





Publisher	Sega	Developer	In-house	Origin	UK	Genre	Driving
Available	Out Now	Players	1	Price	£39.99	Contact	0181 9953399



Since the initial launch of Dreamcast and the abundance of 'triple A' titles hitting the streets up to Christmas, there have been growing fears that there's not a great deal on the horizon that can capture gamers' hearts quite like Soul Calibur or House of the Dead 2 did. Other than the



fact that there's a traditional industry hush until Easter, where little of any consequence is released on any format (forgoing GT2 PlayStation and Quake 3: Arena PC this year),

JUST REMEMBER ONE THING — DRIVE IT LIKE YOU STOLE IT!



there's certainly no need for loyal Dreamcast fans to panic just yet with a game like Crazy Taxi arriving on the shelves. I'd happily lay a wad of cash on anyone's table and wager that Crazy Taxi is going to be a monster hit. You'd be forgiven for thinking that you don't need to be an industry mogul to work that one out, but there are slightly bigger implications attached to that statement, which should hopefully silence enough worrying Sega fans to keep everyone happy until the Easter bunny brings a few more AAA titles our way in his cute little wicker basket.

You see, there are big games, then there are heeouuggee games that have a certain



■ Arrive late and your passenger won't be happy. Your bodywork will get a boot for that!



dangerous driving

Given your task of taking your passenger on a rollercoaster ride to their destination, you're going to need some pretty pant-wetting moves to get those extra tips rolling in. Check out the main four moves at your disposal...

Crazy Through

The most obvious (and satisfying) way to scare some serious tipage out of your customers is to drive ridiculously close to all the other cars, trucks and trams that cram the city's highways and byways. It's possible to earn loads of extra cash by successfully passing a whole string of cars at high speed with pixel perfect precision. You'll be rated on a combo system, gaining an extra combo string for each car you pass. Make sure you mind the paint work though – causing ten car pile-ups doesn't bring the fares in!

Crazy Jump

What better way to get your fare's heart racing than to perform a stupidly dangerous jump? Try and direct your phat air over cars and trucks and those fares will come thick and fast. It's not always easy to get a decent run up to different ramps and obstacles, so utilise the excellent acceleration of the Crazy Drift to aid your jumps – it turns a single car fly-by into a ten car world record. Your fare will be so impressed they'll part with their life savings as a tip.

Crazy Dash

The quick acceleration Crazy Dash is vital if you want to cram in as many fares as you can in the time limit. Its excellent speed boost also gives you a chance to increase the size of your tips when you're performing Crazy Throughs and Jumps. It's possible to do a couple of Crazy Dashes in relatively quick succession, maximising your tip potential.

Crazy Drift

The Crazy Drift is Crazy Taxi's answer to the good old handbrake turn. This move really gets the punters going, while also offering excellent control in tricky situations. Best used in conjunction with the Crazy Dash, the drift will let you skirt around oncoming traffic with ease, as well as allowing you to spin your car around while picking up and dropping off fares, making it easy to make a quick getaway. Now you know how the moves work, you've just got to figure out how to use them all together to make some serious cash...



CRAZY TAXI



Wanna have some serious fun with some wickedly addictive sub-games? No problem! Crazy Taxi offers a whole host of challenges that will soon force you to give up the Arcade and Original modes, so you can concentrate on completing the first nine events. Not only do each of the events offer great competition for several (similarly competent) players but they also teach you the intricacies of the game as you go. By the time you've opened up the remaining seven special stages, your driving skills will be so sharp you won't know how you managed to play the game without them.

CRAZY BOX

YOUR NAME AAA

CABSE AXEL

1-5 2-3 3-5

EXIT

1-1 CRAZY JUMP

RULE

Jump past the K POINT.

ADVICE Start button

RECORDS

1	337.09m	AXEL
2	282.99m	AXEL
3	249.55m	AXEL
4	249.21m	AXEL
5	239.70m	AXEL

Use up/down to highlight to select. Use the A button to decide.

crazy box



WEAVE THROUGH THE ONCOMING TRAFFIC AS DANGEROUSLY AS POSSIBLE AND YOUR TIPS WILL GO THROUGH THE ROOF



something capable of pulling in new allegiance to Sega's machine. Goldeneye and Zelda 64 did it for the Nintendo, the Tekken series did it for PlayStation and now Crazy Taxi will do it during these quiet months for Dreamcast.

Special Delivery

So what is it that makes Crazy Taxi so special? Easy – exactly the same magic that made home computers and consoles what they are today. Pong had it, Space Invaders reeked of it and more recently, Worms re-invented it. It's the

simple, addictive premise that makes you want to come back again and again, hooking you like the chorus or baseline of a good record, making it hard to get enough. It's been questioned lately whether games have lost their identity in recent years, trying to be something other than the mindless and relaxing form of escapism they actually are, but that's a can of worms not worth opening just yet, especially as the game in question manages to capture everything that games inherently are – fun.

The Knowledge

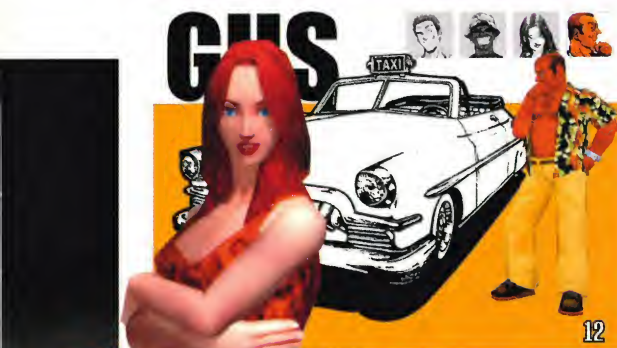
So here's the deal: pick up a paying punter and take them to their destination on time, and in one piece. Repeat until the time runs out and your fingers are bleeding. It really doesn't get more straightforward than that, does it? The two cityscapes at your disposal (Arcade Mode in San Francisco and the new Original Mode city) offer all the hustle and bustle of modern city life for you to take your frustrations out on, but the playing field is much more than a circuit of roads to race on. It's the medium used to literally scare extra tips out of your thrill-hungry passengers. Being in a totally

CRAZY TAXI



Crazy Box Challenge: Crazy Zigzag 2

Easily the most difficult and infuriating challenge Crazy Taxi has to offer – but it's so addictive, you've just got to keep on trying! Basically you have to drop all seven of your passengers off on the corner of the zigzagging jetty before the (stupidly tough) time limit runs out. One false move, however, and it's a permanent holiday to the lost city of Atlantis. Bugger.



CRAZY TAXI



Crazy Box Challenge: Crazy Bowling

Here's the deal. Hurtle the cab of your choice down an oversized bowling alley, trying to knock down a total of seven sets of bowling pins. Time's tight and every pin needs to fall to complete the challenge, so make sure your Crazy Dash and Drift skills are as smooth as silk.

I'D HAPPILY LAY A WAD OF CASH ON ANYONE'S TABLE AND WAGER THAT CRAZY TAXI IS GOING TO BE A MONSTER HIT



open city area, with your goal being to cause a customer coronary, you can forget about what side of the road you're driving on – in fact, forget about the road if you like, just find the quickest route to your punter's destination and use it. Weave though the oncoming traffic as dangerously as possible (without actually crashing) and your tips will go through the roof. Glide through the air from the third floor of a multi-story and watch your customer squeal with pleasure. They're happy to direct you on your path and whinge at your dodgy driving to keep you up-to-date on your performance (without having to keep looking at the meter) and you'll be rated on your performance at their drop off point.

Thankfully there are plenty of extras added from its arcade counterpart to keep home users constantly amused. It's a bit of a shame that the same couldn't be said for

CRAZY TAXI



Crazy Box Challenge: Crazy Balloons

Your task here is to pop 20 oversized balloons in a huge grassy arena before the time runs out. Make sure your Crazy Dash skills rock, as you're going to need them to chase them all down before the clock stops. It might take a couple of attempts, but a bit of planning is all that's required.



Sega's less well received Virtua Striker, but that's exactly the kind of attention to gameplay that separates two such titles. Check out 'Crazy Box' on these pages to learn more, as well as 'Dangerous Driving' to see some of the skills at your disposal that are sure to get your fingers aching but your adrenaline pumping.

All in all, Crazy Taxi is easily the best game of this month and is certainly good enough to change the allegiance of even the most hardened PSX and PC owner. Just remember one thing – drive it like you stole it! **END**



■ You won't get any extra tips for this kind of dangerous driving!

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VERDICT

Crazy Taxi manages to encapsulate everything video games have aspired to be for the last two decades. It's mindless, addictive fun and it looks bloody great too – what more could you hope for?

9

Written By Russell Barnes russell.barnes@quaynet.co.uk

Peripherals



THE PAD DOES THE JOB QUITE NICELY BUT OF COURSE, IF YOU WANT TO DO IT PROPERLY THE FLIGHT STICK'S THE WAY TO GO.

COMING SOON...

NO NEWS AS YET ON WHETHER WE'LL SEE ANOTHER FLIGHT-SIM TITLE IN THE NEAR FUTURE. DON'T FORGET THOUGH, THAT BOTH INCOMING AND AERO WINGS ARE ALREADY IN THE SHOPS IF YOU FANCY SOMETHING A LITTLE DIFFERENT TO DEADLY SKIES. OTHERWISE, YOU'LL JUST HAVE TO HOLD YOUR FIRE.



INITIALLY...

IT LOOKS LIKE YOUR STANDARD AIR COMBAT TITLE AND YOU'LL SOON SEE THAT IT PLAYS LIKE ONE AS WELL. THE CONTROLS ARE EASY TO GET THE HANG OF BUT IT'S JUST A PITY YOU DON'T GET THE FEELING THAT YOU'RE FLYING AT SPEED.



WHILST DISPLAYING AN IMAGE OF YOUR AIRCRAFT'S COCKPIT ON ITS SCREEN, THE VMU WILL SAVE YOUR RANKING AND YOUR COMPLETED MISSIONS AS YOU PROGRESS.

DEADLY SKIES

There's been a lull in flight sims for a couple of months now and for some that's probably a blessing. But can Deadly Skies convert those who like their games to leave their feet firmly on solid ground?



Once you've accomplished quite a few missions you'll have enough credits to purchase a better fighter jet. The one you fly from the start is an F-5 Tiger, which is about as good as using a standard issue handgun in a game of Quake III. Finish mission one successfully and you can take a trip down to the local shop (as you do) and take your pick from a slightly wider range, such as an F-4 Phantom or a MiG-21. Eventually you'll be able to choose from up to 30 different jets and you can sell the mediocre ones for something that little bit extra special. All exciting stuff, ay?



aircraft shopping



■ This mission involves you destroying your own military air base...

Known in Japan and America as Air Force Delta, flight simulation fans have probably already nipped down to their import games retailer and picked this one off the shelf. We've had the import version in the office since September last year and I don't think we've picked it up even once to play for our own gaming pleasure – "we'll wait for the UK release", we said. So, here it is in its full glory. Those nice peeps at Konami lovingly packaged it in a jiffy bag for us and scribbled down its new title, Deadly Skies, on the CD. Personally, I think its Japanese title is a little more fitting, for reasons I'll explain shortly.

Now Incoming was undeniably a good game (compared to this) and I'm not the biggest fan of the genre, but I'm afraid to say that Deadly Skies really isn't all that deadly, though there is a faint storyline in there somewhere – it kind



I WAS UNDER THE IMPRESSION THAT ALL-NEW BUZZERS AND BELLS WERE ADDED FROM VERSION TO VERSION, RATHER THAN FEATURES TAKEN OUT

of scrolls slowly down the screen in the first few seconds after the game's loaded. To put it short and sweetly, you're a mercenary pilot and civil war has broken out. That's it. Oh, and you have to take to the so called 'deadly' skies and shoot some ass.

But you can reap rewards from flying into all this trouble. For every enemy or military target you destroy you're given some cash, or rather credits. They can then be used to go on an aircraft shopping spree. In the import version you were able to buy new weapons and machinery as well as planes, so I looked all over the place for this option in the UK version but it's simply not there. And that's not the only feature that's missing; there's only one view in Deadly Skies and that's from the cockpit, whereas in Air Force Delta there were views from above, behind – you name it. I pressed every single button and trigger on my pad and all I managed to end up



DEADLY SKIES



It's surprising there hasn't yet been a flight sim for the Dreamcast that's made the most of the console's capabilities. Space Invaders has more appeal than the likes of Deadly Skies or even Aero Dancing, and just in case you do feel like you have missed something, here's a brief reminder of the two previous DC titles from the same ilk.



Incoming

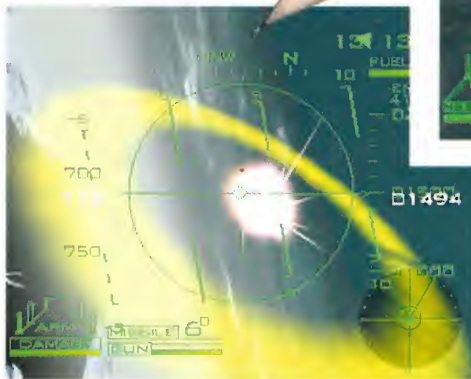
This was a launch title and had already found some success on the PC before it was ported to the Dreamcast. The good thing about this game is you're not just confined to the skies, you also take control of land-based army vehicles and, to make a change from jet fighters, you can kick some alien butt with a chopper. Again, the graphics, although smooth, are lacking in any great detail but it's welcome to find a flight game that's also a serious shoot-'em-up, as well as a strategy based offering. Easily the best DC flight sim title so far.

Aero Wings

I can only imagine this appealing to a select few. There's no shooting involved (it's off on a bad foot already), instead you have to learn air acrobatics whilst listening to a very annoying co-pilot shouting obscenities at you. 180 rolls, loop the loops – you name it, you have to learn it, and it doesn't look that impressive when you do finally get it right. No sorry, next! Oh, that would be Deadly Skies...



Look on as your homing missile locks on to the enemy...

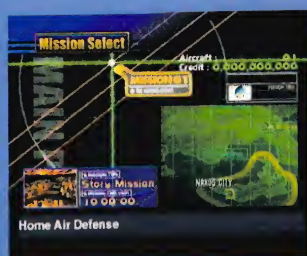


Should You Accept It...

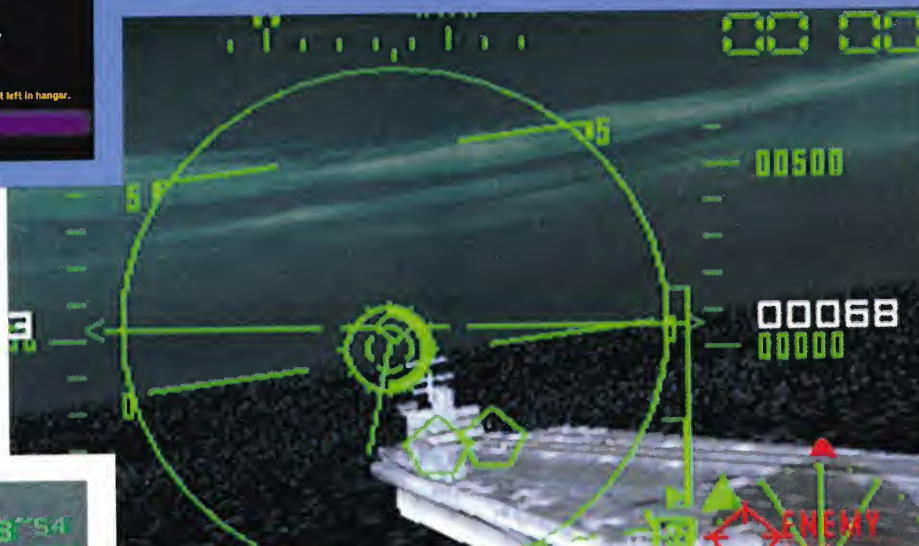
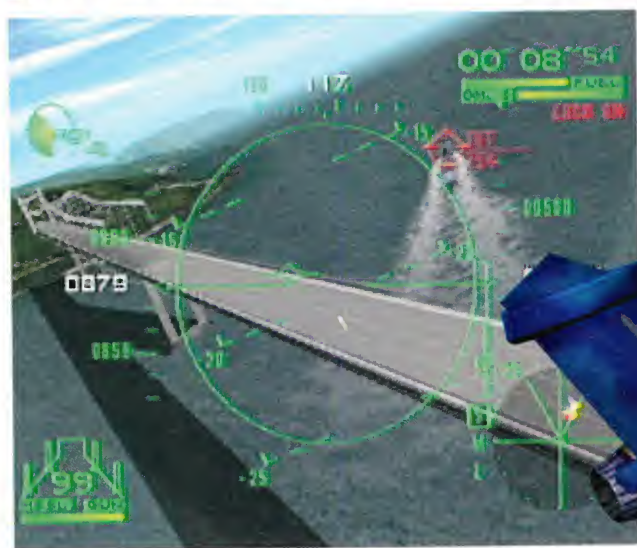
You have to trudge through the missions to be able to buy some serious bombing machines. Firstly, you're briefed on your mission objective, which is very uninterestingly illustrated with a couple of arrows and maps showing your route, then you're ready for take off and away you go. Considering you're in a fighter jet, you never truly feel as if you're moving at great speed and as the annoying green arrow points you in the general direction of your targets, you can see them flash past in a blink of an eye before you guide your plane around to follow. Ninety per cent of the time I just found myself flying round in circles, trying to find someone to kill with my seemingly useless missiles, frustrated to the point where I decided to just ignore any guidance and try and find them myself. When you've got the target in your sights your targeting system

THE ENEMY CRAFTS, BOTH LAND AND SEA BASED, ARE RIGIDLY POSITIONED AND SIMPLY MAKE THE GAME EVEN MORE CONFINED

better than the rest



IT SEEMS THE GAP FOR A REALISTIC FLIGHT SIM WITH ADDED ACTION IS STILL WAITING TO BE FILLED



will automatically lock on (at which point it will go red) and you simply press the A button to shoot your missiles. However, you're not always successful and the chase starts all over again, until it eventually becomes a little tedious.

Maybe it's just me, but when you think of a Dreamcast game named *Deadly Skies* you automatically presume you're in for some fast paced, bomb-blasting chases through a sky filled with aircraft... Okay, perhaps it is just me, so obviously I was disappointed. The missions are nothing if not linear and you're assigned specific

routes through your briefings, almost to the point where it takes away the unpredictability of a military mission. The enemy crafts, both land and sea based, are rigidly positioned and simply make the game even more confined. Anyhow, I'm not sure what it is with flight sims exactly, but for some reason the graphics are never really anything special. About the best we've had so far were in *Incoming*. The environments here are sparse and the landscape textures a little flat; there's just not enough to look out onto as you're flying over mountainous regions and tropical seas.

This won't appeal to the majority of gamers – it's lacking in excitement and long term appeal and there's just none of the 'umph' that you would expect to find while you're flying through the air, supposedly holding on to the seat of your pants while you're being repeatedly shot at. It seems the gap for a realistic flight sim with added action is still waiting to be filled. Next! **END**



■ There are 30 different aircraft available but you have to earn enough credits to buy them.

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VERDICT

Just another average flight sim I'm afraid. The optional extras you find in the import version have been removed, so all you're left with is a game lacking in soul and real content. *Deadly Skies* might just crash and burn, I'm afraid.

5

Written By **Claire Webster** claire@quarner.co.uk

Peripherals



THERE'S NO NEED TO WORRY ABOUT FANCY-PANTS PERIPHERALS WHEN RAYMAN 2'S UNDER THE LID - A PAD AND A VMU ARE ALL YOU NEED.

COMING SOON...

Toy Story 2

THOUGH DETAILS ARE A BIT FEW AND FAR BETWEEN ON ACTIVISION'S LATEST TITLE, WHAT WE'VE SEEN OF THE PLAYSTATION VERSION MAKES TOY STORY 2 ONE TO KEEP AN EYE ON. BASED AROUND THE EXCELLENT PIXAR CGI FILM, IT INCLUDES NUMEROUS CUT SEQUENCES, EXCELLENT CHARACTER VOICE-OVERS AND LOADS OF ACTION TO BOOT.



INITIALLY...

SO IT'S CUTE THEN, BUT THAT DOESN'T MAKE IT BAD, RIGHT? RIGHT. AS SOON AS THE ACTION BEGINS AND YOU REACH THE FIRST MAIN GAME AREA YOU REALISE THE EXCELLENT POTENTIAL THE GAME HAS. LET'S HOPE IT CAN KEEP IT UP...



BEYOND SOME NICE RAYMAN GRAPHICS ON THE VMU SCREEN, THE MEMORY CARD SIMPLY SAVES YOUR PROGRESS THROUGH THE GAME. KEEP IT SAFE THOUGH - THIS IS ONE BIG GAME!

RAYMAN 2: THE GREAT ESCAPE

After a painful five year wait, Rayman has finally returned!





what the makers say...

Rayman 2 comprises a unique blend of blinding, fast-paced action and dazzling visual displays, unique to Sega's Dreamcast. Dramatic cinematic sequences, vast panoramas and new approaches to lighting and shading all succeed in adding richness and visual excitement to the game. Featuring the uncompromising hero who made his magical debut in 1995 (on PlayStation), Rayman delivers an unprecedented 3D performance, guaranteed to set new standards of challenge in the action arena.

"Everyone on the team has been totally committed to creating a truly epic action-adventure unfolding in a natural, wondrous setting," says Michel Ancel, the creator for both Rayman 2 and the original Rayman PlayStation game. "The technical team was able to achieve this complicated feat by maintaining intense speed and complex action game play, while simultaneously delivering cutting-edge lighting and 3D modelling techniques."



RAYMAN IS AN EPIC, CINEMATIC STORY THAT GRABS YOU BY THE THROAT AND PULLS YOU IN MERCILESSLY



Jump from pad to pad, but watch out for the huge piranhas!

Since Mario 64 first changed the face of platform gaming a few years ago, I've been a big fan of the genre, enjoying countless N64 and PSX outings like Banjo Kazooie, Spyro the Dragon and more recently, Donkey Kong 64. Sonic Adventure certainly set new standards in graphical and technical brilliance, but it lacked a little bit of charisma and pizzazz. It's fair to say that the Dreamcast hasn't exactly got its fair share of top notch platform outings really. The arrival of Rayman 2, however, stands to be much more than the Dreamcast's token game of the genre to keep the kids (and big kids) happy. It's setting a new benchmark that will doubtless trigger a platform game boom over the next year or so. If they all strive to be an improvement over Ubi Soft's excellent title, we should be in for one hell of a treat!

Where Mario 64 was a pure platform extravaganza, Rayman 2 is much more of a live

action, cinematic experience, offering excellent cartoon style in-game graphics, a deep and compelling story line and the kind of comical and endearing cartoon characters I used to religiously get up at 7:00 am on a Saturday morning to watch during my school days. Okay, so I still do, but that's what so endearing about Rayman and the universe he inhabits. Characters in Rayman 2 take on so much more than the name given to the accumulation of controllable pixels in the middle of the screen.



I SEE THAT YOU HAVE FOUND THE FIRST OF MY 4 MASKS.



■ Graphical quality is second to none, this waterfall flows beautifully.

IT OFFERS EXCELLENT CARTOON STYLE IN-GAME GRAPHICS AND A WHOLE HOST OF COMICAL CHARACTERS



They offer emotional attachment through their excellent comedy timing, clever lines, fluid animation and amusing cartoon capers – it's hard not to slip into Saturday morning viewing mode and forget you're about to take on the next section of the game!

Sounding Off

In the same way, the graphics offer an excellent cinema style experience using angles, pans and zooms and the sound plays a major role too, creating atmosphere and

adding depth to the proceedings. The music score sits beautifully in the game world, reflecting the action and locations to a tee. As the action escalates, so does the melody and each individual sound effect is location-sensitive, so Rayman's footsteps, cries and general movements are pitch perfect.

It's hard not to see resemblances to Nintendo's past classics of the same genre in Rayman 2's design. Story sequences seem to emulate Nintendo's 'house style' while adding quality to the production values, thanks to the Dreamcast's vast technical superiority. The whole game oozes quality and is finished



RAYMAN 2: THE GREAT ESCAPE

RAYMAN 2: THE GREAT ESCAPE

Cruel pirates from outer space have invaded Rayman's world. Their mission is to capture and take over the population in order to sell them to a galactic circus. Moreover, all the magical energy of this magic world has been spread all around and Rayman has lost most of his powers. So, the big quest of the game is to find a way to call upon the god and creator of the planet, Pollochus the magician. He is the only one who is capable of giving Rayman all his powers back and helping him save the world. At the same time, Rayman has to fulfil the mission of freeing his friends. He will then take advantage of their presence to get some help and rid their magical world of the pirates!

storyboard



■ After a short chat, Sam takes you water-skiing to the next area.



THE MUSIC SCORE
SITS BEAUTIFULLY
IN THE GAME
WORLD, REFLECTING
THE ACTION AND
LOCATIONS TO A TEE



with the kind of sheen found on new cars at your local dealership. Even less recognised details are quite remarkable, like the progressive difficulty of the game, which slowly tests and improves your abilities until your skills are good enough to take you through the next area. Control is very intuitive, which obviously helps, but the use of camera angles and solid 3D areas helps you keep a perspective on the action, and Rayman himself fully under control.

If you're sat there still thinking that Rayman 2 is nothing more than a Mario clone, you've got another thing coming. There is a massive spread of diverse playing types, taking you from a spot of water-skiing to flying a rocket, a multi-player sub game and even levels that can be downloaded from the official Rayman 2 website! It's hard to tire of games of this quality as there's always something that makes you want to come back for one more try – that's what all games should be about. Top marks, Ubi Soft. **END**



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VERDICT

Rayman 2 is an epic, cinematic story that grabs you by the throat and pulls you in mercilessly. The action is thick, fast and remarkably challenging, rewarding your efforts with excellent cut scenes that melt back into gameplay seamlessly. Don't miss out on the next generation of the 3D platform genre.

9

Written By **Russell Barnes** russell.barnes@quaynet.co.uk



Peripherals



IT'S A SIMPLE CASE OF JOYPAD BASHING HERE - NO PERIPHERALS REQUIRED. YOU MAY NEED A SECOND PAD THOUGH, AFTER YOU'VE HAMMERED THE BUTTONS TO DEATH ON THE FIRST ONE!

ALTERNATIVELY...

THE ZOMBIE GAME TO BEAT ALL ZOMBIE GAMES IS HEADING FOR THE DC. THE DREAMCAST ONLY RESIDENT EVIL CODE: VERONICA LOOKS TO BE SOMETHING VERY SPECIAL. CHECK OUT THIS MONTH'S LOADING FEATURE ON PAGE 50 FOR MORE IN-DEPTH INFORMATION.



INITIALLY...

YOU'LL BE DRAWN INTO THE FRANTIC ZOMBIE-CULLING MAYHEM IMMEDIATELY BY THE SUPERB LOOKING VISUALS. SOME OF THE EARLY GRAPHICAL TOUCHES REALLY DO SERVE TO IMPRESS. YOU WILL HOWEVER, BE A LITTLE PEEVED AT HOW TOUGH ZOMBIE REVENGE IS.



IN ZOMBIE REVENGE THE VMU SIMPLY PERFORMS THE BASIC SAVE TASKS. IT'LL LET YOU ACCESS HIGH SCORES AND SET-UPS FROM PREVIOUS GAMES TOO.

ZOMBIE REVENGE

Coming on like Resident Evil on Red Bull, Sega's House Of The Dead 2 pseudo-sequel, Zombie Revenge, is a full-on arcade beat-'em-up romp. Can the button bashing action handle the long term test though...?





Publisher	Sega	Developer	In-house	Origin	UK	Genre	Action/Adventure
Available	Out Now	Players	1-2	Price	£39.99	Contact	0181 9953399



Here you have to fend off zombies whilst trying to slow the train down with the brake lever, so it's not all button bashing. Just nearly all.

House of the Dead 2 was one of the first Dreamcast games I ever got my hands on, and even though I'd rather attempt a rush hour crossing of the M25 on foot than play most light gun games, it managed to amaze and astound me in equal amounts. The sheer gob-smacking ability of the Dreamcast hits you right between the eyes from the moment you start playing, and if you ever wanted a game to show off the powers of your new console, HOTD 2 was it. Which is why *Zombie Revenge*, although not a true sequel to HOTD 2, has got me champing at the bit. It's got the same pant-wettingly gorgeous visual style, but the point and shoot light gun gameplay has been dropped in favour of some full on action/adventure, martial arts and big gun mayhem.

Dead Hard

Zombie Revenge casts you as one of three dead-hard, 'did-you-spill-my-pint?' style special agents. Your task is to thwart the government's attempt at creating a new breed of zombie soldier to use in the military and save the world from an experiment gone wrong. How do you do this? Simple – take to the streets and beat the proverbial crap out of a seemingly never-ending horde of vicious zombies and hideous mutant creatures.

The agents at your disposal are Busujima, a tough Japanese martial artist, Stick, the Western looking archetypal agent type and Linda, the supposedly tough token blonde, who seems to

spend most of the gorgeous cut scenes either scared witless or crying her eyes out. No stereotyping here, then.

The action takes place over eight episodes, all connected from the start by a storyline that involves you collecting a computer disc from a girl near the beginning of the game. However, this is all pretty much irrelevant, because the fun in *Zombie Revenge* comes from the constant death, destruction and pure unadulterated, button bashing, head splitting violence.

You know what you're in for right from the very start, too. There's no grace period at all, as you're immediately attacked by multiple foes, some who just want to bite your shoulder *Resident Evil* style, while others – carrying weapons such as shotguns and machine guns – would rather plug you with lead than make you lunch.

Punch – Kick – Shoot

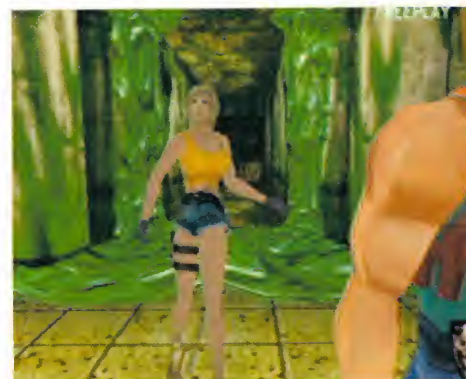
Don't worry though, all three agents are pretty handy when it comes to defending themselves. There are two main forms of attack at your disposal. First is the pistol, which is carried at all times by your agent and can be reloaded by

film tie in no. 1: driller killer

There's a host of weapons at your disposal in *Zombie Revenge*, and a few of them seem to have been inspired by films. First up is the drill that you come across in the warehouse level. Pick this baby up and it's goodbye zombie, as you stick the huge pointed and deadly bit into a zombie's midriff. What follows is a gruesome scene of disembowelment and over the top gore. Driller Killer indeed.



THE SHEER GOB-SMACKING ABILITY OF THE DREAMCAST HITS YOU RIGHT BETWEEN THE EYES



Linda, the tough secret agent who cries a lot.



■ Hit the A button when prompted and you can pull off a cool looking special move.

collecting the clips dropped by zombies you've just taken out. You never need worry about running out of ammo, as there are just so many zombies dying (literally) to give you some more bullets. The pistol is all well and good at long range but with the amount of enemies trying to make you into worm-feed, you'll find that more often than not you're completely surrounded. This is where your martial arts skills come in. Each agent has a number of kicks and punches at their disposal, as well a repertoire of throws and wrestling moves. The

THE HAND-TO-HAND COMBAT PART OF THE GAME IS NO MORE THAN A BUTTON BASHING FEST

problem here, though, is that most of the time you never quite know what move you're in the process of pulling off. The CPU just seems to chuck moves your way as you hammer the punch button. If the programmers had added a beat-'em-up style moves system to the gameplay, *Zombie Revenge* would have had an extra layer of depth, but as it stands, the hand-to-hand combat part of the game is no more than a button bashing fest. Don't get me wrong, it's still good fun to fend off attacking zombies by bashing buttons but I feel that a real opportunity has been missed to make the game a little more long lasting.

Making up for this, though, is the unbelievable array of weapons you'll come across as you travel through the



game. At first it's the basic stuff like machine guns and shotguns but as you progress you get the chance to do a bit of DIY with a huge drill, as well as get a BBQ going with a flamethrower and a can of petrol! Now that's the kind of damage we like to be involved in.

As I've already mentioned, *Zombie Revenge* is one hell of a good-looking game. But it really isn't until you start playing that you can really appreciate these astounding visuals. Everything from the lighting and animation to the variety in enemies and levels makes *Zombie Revenge* a visual treat from start to finish. There's too much to mention here, but standout pieces include a scrap on top of a moving train – with a helicopter following you to provide light with its spotlights, and a hideous and huge boss that literally



■ Here's an example of the luck factor – it's almost impossible to dodge this laser beam.

film tie in no. 2: desperado

Remember that over the top western with Antonio Banderas starring as a rock hard musician, *Desperado*? Well in the film the band's instrument cases also doubled as weapons, so instead of sweet musical notes the bad guys would get a host of hot lead. Well, the guitar cases from *Desperado* make an appearance in *Zombie Revenge*, and it's harder to think of a more amusing gaming moment than mowing down a throng of flesh-eating zombies with two guitar cases acting as machine guns. Rocking!



ZOMBIE REVENGE



There are three characters to choose from in the game. They are supposed to have different strengths and weaknesses but this isn't really apparent when playing. Still here's the low-down anyway.



Stick

This guy is your average middle of the road fella. He's strong at hand to hand and good with weapons too. Great for the beginner.



Linda

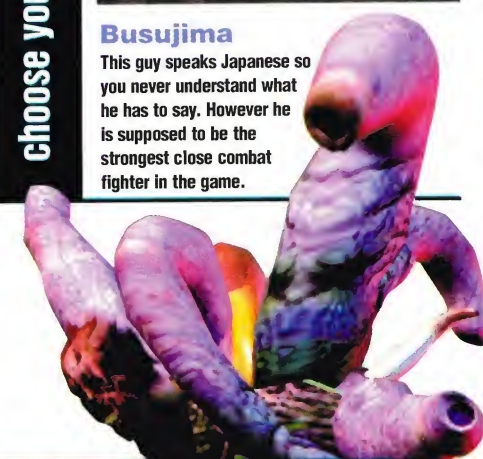
Linda has some great fighting techniques that look cool on the screen, but may not be as useful as the other guys.



Busujima

This guy speaks Japanese so you never understand what he has to say. However he is supposed to be the strongest close combat fighter in the game.

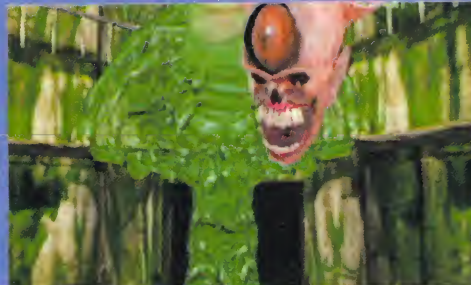
choose your agent



VERDICT

Zombie Revenge reaffirms the fact that the Sega in-house development team are at the forefront of the Dreamcast's graphical prowess. However, the short-lived gameplay on offer sours this and may annoy those who splash out for it.

7



■ We're afraid to say that the voice acting on Zombie Revenge is, frankly, terrible. Surprise, surprise.



EVERYTHING FROM THE LIGHTING AND ANIMATION TO THE VARIETY IN ENEMIES AND LEVELS MAKES ZOMBIE REVENGE A VISUAL TREAT FROM START TO FINISH



takes up a whole slime-filled room. And that's not to mention the frankly amazing final battle – but we don't want to ruin that for you!

Your ears are in for a treat too; Zombie Revenge provides a superbly atmospheric soundtrack, a la House of the Dead 2, as well as some creepy and often downright scary zombie effects. Watch out in particular for the imp type enemies who have an ear piercing screech as they attack.



■ Choose your card near the beginning of the game to seal your fate at the end. You'll get the drift.

Of course, sound and visuals don't make a game, which is why – superlative as these aspects are – Zombie Revenge cannot get full marks. The gameplay is very simplistic and I'm a little dubious of the replay value on offer here. It's mostly a case of button bashing, very little skill is involved and you'll find yourself flying through the credits due to the arcade design of the gameplay. Much of the time there's nothing you can do to avoid dying, which is fine in the arcade because those machines are designed to eat your cash. A console game should require skill to complete, not simply credits. Having said that, Zombie Revenge is a hugely enjoyable, old fashioned romp, and while it lasts, you'll love every minute of it. I just don't think it will last that long. **END**

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Peripherals



ALL YOU NEED IS A TRUSTY OLD JOYPAD AND YOUR OWN SKILL AND DETERMINATION. NOW GET OUT THERE AND SAVE THE WORLD WILL YOU, BEFORE IT'S TOO LATE!

COMING SOON...

Age of Empires II

IT'S ALREADY A HIT ON THE PC, SO WHY NOT CONTINUE THE SUCCESS ONTO THE DREAMCAST, WE ASK? IT'S NOT ENTIRELY A FOOTBALL STRATEGY GAME, IN FACT NOT AT ALL, BUT IT IS ALL ABOUT STRATEGY. CHECK OUT NEWSCAST FOR SOME MORE DETAILS.



INITIALLY...

IT TAKES A WHILE TO WORK OUT EXACTLY WHAT'S HAPPENING, BUT THE FIRST THING YOU NOTICE IS HOW DESOLATE THE LANDSCAPE IS AND HOW YOU'RE ALL ALONE - A VERY EERIE ATMOSPHERE. NOW, LEARN TO USE THE RADAR AND YOU ARE SOON IN THE MIDST OF THE ACTION.



THE VMU GIVES YOU THE LOWDOWN ON WHAT WEAPONS YOU HAVE PICKED UP AND HOW MANY OF EACH ARE REMAINING. USEFUL FOR THE TRIGGER-HAPPY PLAYER...

WILD METAL

In a desolate world where the machines have taken over and all human life is being wiped out by the robots, you're the last chance for mankind. Good luck.





Publisher	Take 2	Developer	Rockstar	Origin	UK	Genre	Shoot-'em-up
Available	Out Now	Players	1-2	Price	£39.99	Contact	01753 854444



The future world in which the machines have become the masters is as clichéd a science fiction tradition as it is possible to come across. The old scenario of being the sole survivor in a world where you no longer belong has been played out umpteen times on the silver screen, in pulp novels and on videogame machines, where the idea is normally diluted somewhat into an all-out shooting fest against the marauding metal rulers.

Wild Metal takes this idea of being alone on another world, but instead of taking a more arcade-style stance it has a definite air of seriousness and a feeling which reminds you of such cinematic epics as David Lynch's mammoth effort, *Dune*.

The scenario for Wild Metal is this: the three planets of the Tehric system have been



deserted for many hundreds of years, due to the usual human hubris of trying to play God, which has backfired as man attempted to create super-intelligent robots to use for military purposes. These then became aware and could no longer be controlled by the humans, instead taking it upon themselves to wipe out all of the carbon-based lifeforms that had created them, and take the planets over for themselves.

Before long, there was no evidence that man had even existed in this environment but the robots had continued to evolve and now ruled the planet. The machines were originally protecting man's power supply – now it's up to you to return to this dangerous, treacherous terrain and save these vital power cores from the tyrannical technology.

Despite having back-up from your team, you will be the only person to be beamed onto the surface of the planet and so you're responsible for saving your race. You're aided by helicopters



appetite for destruction

Using the crosspad you can highlight which weapons you wish to use – and there's a plethora of explosive options to choose from.

standard shell:

Basic weapon

bouncer:

Hits the ground and keeps on bouncing

sprinkler:

Quick, repetitive firing action

drifter:

Splits into pieces for extra damage

sniffer:

Homing missile. Highly effective.

big bang:

Ultra powerful shell

magnatron:

Messes with the magnetics to make everything go off balance

teleporter :

Swaps your position with that of the victim



**YOU'LL SOON BE
DRAWN INTO ITS
CYBERPUNK WORLD
OF EMPTINESS AND
DESPERATION**



■ Building sandcastles in Wild Metal is purely optional...



[56:21]



[55:19]



and these help by replacing lost energy to your vehicle, and can also be used if your craft overturns; as well as dropping crates which contain extra firepower.

The first thing that you will notice when you beam down is how huge the playing environment is – a lot of time has obviously been spent presenting realistic and challenging arenas in which to battle. Use of the radar is essential and although this is initially rather tough to get used to, with a bit of practice you'll soon hunt down the enemy.

Your craft can shoot mines as well as regular firepower and you also need to learn how to

THE HAND-TO-HAND COMBAT PART OF THE GAME IS NO MORE THAN A BUTTON BASHING FEST

use the turrets, which allow you to drive in one direction whilst shooting in the other – damn useful when the enemy is attempting to use superior firepower against you.

Graphically, Wild Metal impresses, with added touches such as glowing lanterns adding to the overall ambience. You'll also encounter the remains of human creations, such as roads which have become fragmented or destroyed, and the remnants of structures such as

pyramids which have been ravaged by the passing of time. Another example of this is the fact that your craft leaves a trail in the sand, which not only shows you where you've been but also increases the game's realism and depth.

Changing Tactics

Tactics are a major part of Wild Metal and all of the crafts have their own definitive strengths and weaknesses, which are unravelled as the game progresses. The

Bulldog, for example, is the most traditional looking tank and therefore probably the best vehicle for beginners. The Manta craft is smaller and allows you to sneak up on



■ Shoot them before they destroy you – nothing too tactical about that.



all back to mine

Got used to the weapons? Now learn control of the mines to become a killing machine... **roller:**

This mine rolls like a barrel, exploding on contact.

magnetic:

Attracts nearby objects and destroys them

jumping jack :

If an object gets too close, this mine will jump on them and blow up. Nasty.

beacon :

Not destructive, just useful, as it marks the terrain and shows you where you have been before.



some enemies. A more surreal craft, the Roadrunner, is a spherical machine with guns on the top which moves at high speeds and can be mobilised quickly.

All sorts of statistics are included on a status bar at the bottom of the screen, so you can play the game in as tactical a way as you wish, or you can merely ignore all the technical information and just blast everything in sight. This means that Wild Metal should find favour equally with players looking for depth and longevity, as well as those who merely want a quick shooting thrill.

Wild Metal comes with a hefty manual which explains exactly what all the various vehicles involved are, their capabilities and their firepower. Once, you play for a while, these



■ The Manta tank is best used when you need to discreetly make a killing.

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VERDICT

Wild Metal is an involving, atmospheric shoot-'em-up adventure with expansive terrains and engrossing missions. Those waiting for an intelligent blasting thrill on the Dreamcast should certainly check it out.

8

WILD METAL SHOULD FIND FAVOUR EQUALLY WITH PLAYERS LOOKING FOR DEPTH AND LONGEVITY, AS WELL AS THOSE WHO MERELY WANT A QUICK SHOOTING THRILL

become obvious and you soon know what weapons work best on which enemy. Not learning these facts can cost you dearly, especially when faced with more than one foe at a time.

The single player game is exciting and involving, but Wild Metal also offers a variety of multiplayer options. The most simple is the Frags mode, in which the victor is the player who makes the most kills, which leads to frantic shooting action as you battle to be the most destructive warrior. The other two modes require slightly more strategy, involving the power cores which are strewn around the environments.

Possession of the power cores puts you in charge and allows you to accumulate frags, whilst your enemy tries to steal the power and thus be able to destroy you.

Wild Metal may not be instantly involving, but if you learn all of the basic moves and

control techniques, then you'll soon be drawn into its cyberpunk world of emptiness and desperation and before long you'll be enjoying the satisfaction of saving the world as we know it – as well as fragging everything in sight. **END**



On import

What a lot of cool import games there are this month. It's a shame we could only choose three of the best...

STAR GLADIATOR 2



Publisher Capcom
Price £40-£50

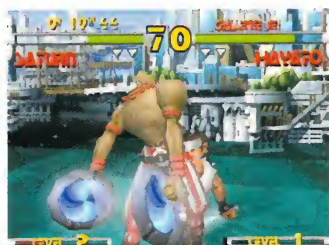
Developer Capcom
Genre Beat-'em-up

Remember when Street Fighter 2 first appeared? The entire world broke out into a fight and many are still at it today. Capcom had entered their golden era with what seemed the perfect beat-'em-up, and for the next couple of decades they clung to the same formula. But while this guaranteed continuing success, it also allowed others to innovate and steal the spotlight. Power Stone's ingenuity put them back on top, but only until the arrival of Soul Calibur. So as the battle rages on, will Star Gladiator 2 be the next big thing?

Sadly, no. While it certainly looks unique, gameplay-wise it's far too familiar. With all Street Fighter 2's pioneering complexity, there was always one annoying problem: Ken and Ryu, by far the best characters, were almost exactly the same, which did nothing for the game's diversity. In Star Gladiators, every character has their Ken or Ryu, with exactly the same moves and animation, technically halving the number of characters. It's difficult not to see this as a shameless attempt to beef up a slightly slim and simplistic game. It's not a problem in itself, and most beat-'em-ups have a few samey characters, but this is going a bit too far.

Special Moves

More importantly, the actual moves available, although very spangly to look at, are technically



which can be unleashed once a plasma meter is filled, but too many simply consist of freezing your opponent and allowing you to beat them up for a few seconds. While this idea has some novelty value, it also drains the elements of skill and competition from what's supposed to be the best part of the game.

Less spangly, but just as frustrating, is the glaring lack of options. The game's general absence of long term value is not helped by the stingy choice of arcade, training, and versus modes. There also seems to be a big lack of hidden

IT'S DIFFICULT NOT TO SEE THIS AS A SHAMELESS ATTEMPT TO BEEF UP A SLIGHTLY SLIM AND SIMPLISTIC GAME

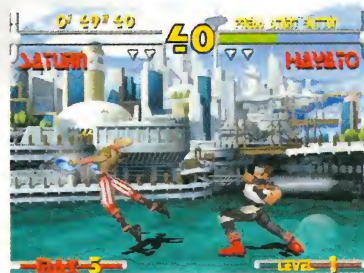
dull and uninspiring. Variations of the dragon punch, fireball and dragon kick are all too common. Capcom have at least attempted creativity with the characters' special moves,

characters, so what you see is what you get.

On the graphical side, it's good and bad. I don't know how such bland backgrounds ever made it through Capcom's quality control.

Elephants have painted more inspiring pictures. And the characters, although fairly shiny and well animated, are a league away from the detail and polish of Soul Calibur. The odd rough edge suggests a lack of time and detail, and the movement could be slightly more fluent.

But having ripped the game to shreds and sent most of you



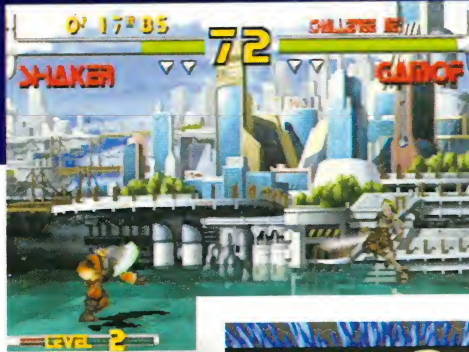


glow in the dark

Should you have some strange fantasy about playing with the lights off, first choose your character, then hold down Down, L1 and R1 while the game loads, and you'll be fighting in the dark. Hooray!

bilstein marvellous

To play as Bilstein, start the game in arcade mode, go to Hayato, and press and hold Select. Now move the selector to gore and enter the following: X, O, X, O, S, S, S, T, T, T, X+O.



STAR GLADIATOR 2 MAY NOT BE PERFECT, BUT IT'S FAR FROM HOPELESS

to the next feature (oops!) I will now insist that regardless of its many faults, Star Gladiator is actually not a bad game. On a console laden with world leading fighters it's sadly dwarfed by the big guns, but does it hold its own in certain areas? For instance, where an expert will always triumph on Calibur or Stone, the simplicity of Star Gladiator allows a rookie to learn the moves very quickly and put up a good fight. And then there's the graphics. While lacking in technical finesse, the glowing swords and general plasma frenzy that cake most fights can be very satisfying and add some degree of humour.

In fact, you could see humour as an integral part of the game, as it doesn't seem to

take itself too seriously. No, I'm not being sarcastic, it does make a nice change, and the cast in particular are very tongue in cheek. They fill a bizarre spectrum from the very average blond girl, Claire, to Prince, the green cone-head sporting a pink balaclava complete with bobble.

Essentially Capcom have brought their usual fighting formulae into the realms of 3D, with reasonable success. There is, of course, a bundle of classic playability, but any ingenuity is almost purely aesthetic. The special moves



soon cease to be so special, becoming almost like cut scenes – inevitable and irritating. A bit more graphical polish would also have made a big difference.

If you're a hardened Capcom fan, or you have to own every beat-'em-up, then fine, otherwise give it a miss. Gladiator 2 may not be perfect, but it's far from hopeless. It's also a promising sign that those masters of 2D are finally filling out into 3 – and once they've found their feet again, Namco may have a real fight on its hands.



■ Spectacular special moves leave the opposition flat on the floor.





On import

BAKURETSU MUTEKI BANGAIOH



Publisher Treasure
Price £40-£50

Developer ESP
Genre Shoot-'em-up

This bloody game has caused me so much hassle – it just won't let me do any work. It's one of those titles that sucks you in and doesn't let go until the pad falls out of your aching hands. The graphics are pants and it's as deep as Mystic Meg, but the massive fun factor will grow potatoes on any couch.

Originally launched on the N64, Treasure have taken their little beauty, polished it up a bit (not a lot though), and ported it over to the Dreamcast. In case you're wondering, the title roughly translates to 'The Exploding With Energy Invincible Mechanoid', and that's pretty much the part you play.

Where Toy Story and Re-Volt made you small in a world full of large things, Bangaioh makes you a huge robot, who's actually very small, in a world full of small things. Impressive!? But regardless, you do have immense firepower. By pressing the trigger button you can switch between the two pilots of your mechanoid and their respective weaponry. Riki (the East End mech warrior!) fires a dense stream of homing missiles, and Mami fires reflective lasers. With everything you destroy an energy bar rises, and when it's full you can



release a massive wave of up to 400 rockets or lasers. The more enemies in your vicinity, the larger the special attack will be. One of the main improvements over the N64 version is that these attacks have doubled in size. It's a lovely touch and can be very spectacular.

Lost The Plot

The purpose of all this firepower is to help you protect the Manstar Vortex from an evil Cosmo Gang, who have been smuggling super valuable space fruits to fund their invasion of the galaxy (hmm). In other words, you have to destroy everything. An unimpressive range of enemies includes other small mechs, rotating rods of fire and

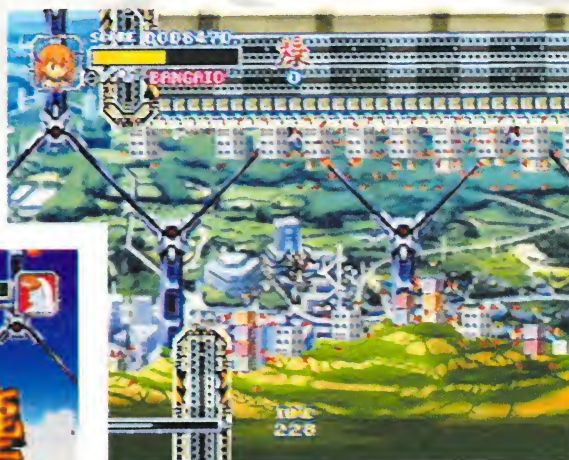
ground-based laser turrets that wouldn't have raised an eyebrow on the Master System.

But unlike the bad guys, each of the endless small levels are intelligently and imaginatively designed. There is a small puzzle element, but it never hampers the heavy blasting and simply increases your sense of satisfaction.

Unfortunately, with such a limited array of bad guys the game eventually struggles to find exciting new formulas, which cripples its long term appeal. Like a heavy night out, it starts out blazing, but all too soon you've had as much as you can stand.



WITH SUCH A LIMITED ARRAY OF BAD GUYS THE GAME EVENTUALLY STRUGGLES TO FIND EXCITING NEW FORMULAS



It's not exactly graphically groundbreaking, but plays well enough

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7

PUYO PUYO DANCE



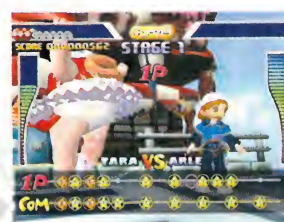
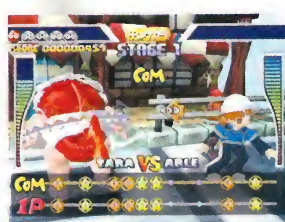
Tap those buttons in time and laugh as your dancer gets jiggy with it

Publisher Compile
Price £40-£50

Developer ADX
Genre Dancing



THE **GRAPHICS ARE TOP DRAWER**, WITH **SUPER SMOOTH** AND WELL **ANIMATED** CHARACTERS AND **IMAGINATIVE 3D** BACKGROUNDS



You want me to review a game where you're a bullfrog and you have to dance to cheesy Japanese music?"
"Yes"... "Can't we just write 'it's b*****s' in the centre and fill the rest up with pictures?" "No"... "Right". And that's how this sorry situation came about.

Okay, so you don't have to be a bullfrog – there are a few other similarly ridiculous characters – but it is a dancing game, and the music is awful. I can only imagine it being the Japanese equivalent to Boyzone, with a mindless beat thrown in. Think back to that time in the night club. The music turned pants, but a lone dyslexic dancer raved on, clearly unaware of his comedy value. That man is the physical double of this game.

Essentially, it's a non-contact dance-'em-up kind of affair. It shares a similar structure with beat-'em-ups in that you choose a

character and either take on a friend in versus mode, or work your way through AI characters in Arcade mode. It's always a one-on-one battle, with both characters on screen, and each player takes their turn hitting buttons to an indicated order and beat. The more accurately you follow the list of commands, the better the dance you perform, and once the music ends, the person who has performed the best dance is the winner.

Unfortunately, you have no time to watch the dancers as you are constantly following the scrolling command list, so the graphical gloss that is the game's strongest element is largely wasted. It's just a shame you can't turn the music off, stop dancing and beat the S%!T out of each other.

The sad thing is, I can see this working in Japan. If they like the music, then everything else will fall into place. The graphics are top drawer, with super smooth and well animated characters and imaginative 3D backgrounds. Then there's the usual flavour of insanity, spread thickly over a small but imaginative cast, including the green haired Satan and, of course, the ballet dancing bullfrog.

In its defence, it's a fairly comical departure from the norm for the odd two-player mess around, but very little else. I still think we should have gone with the 'it's b*****s' idea. And if you've read this far, you will probably agree.

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4

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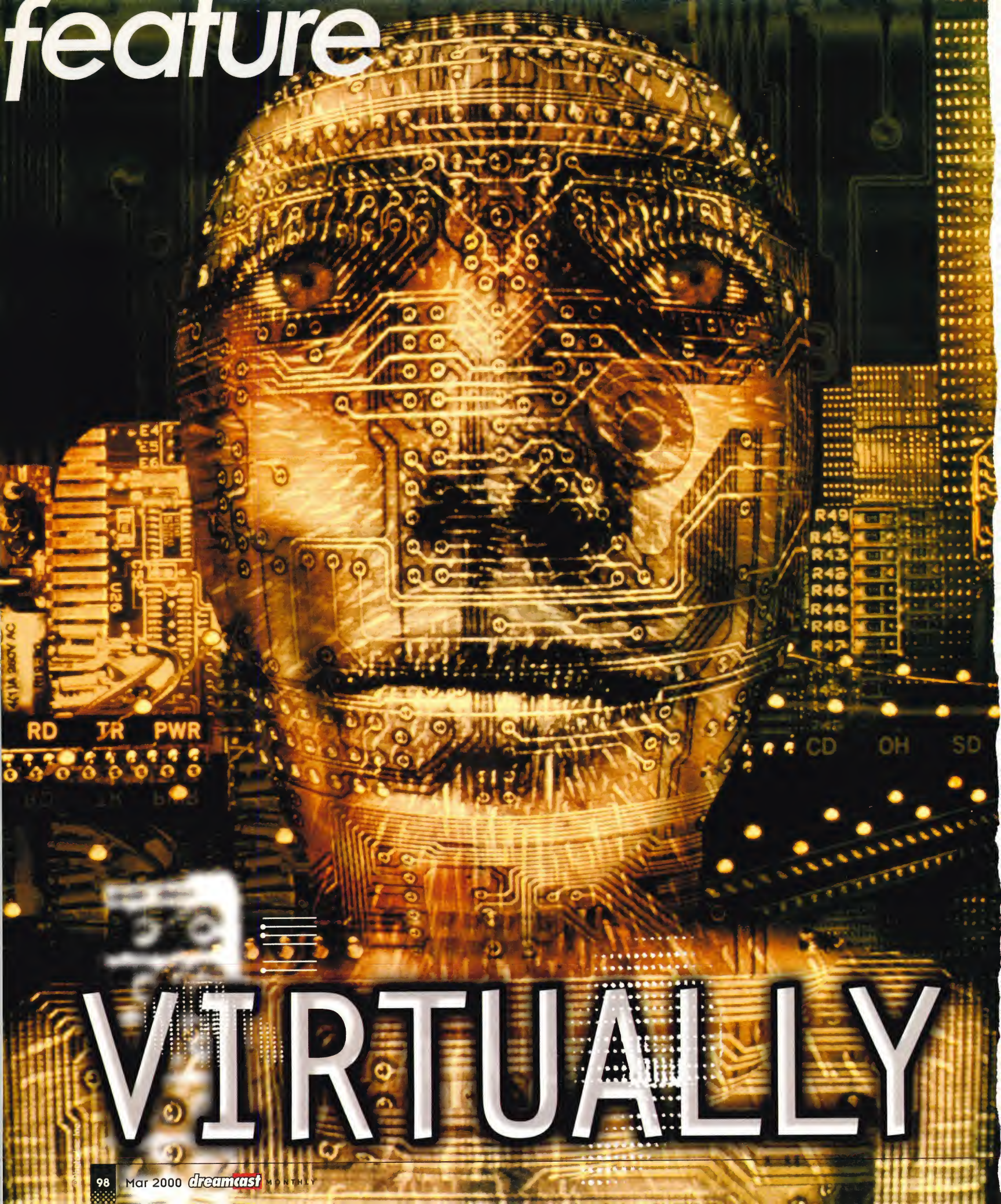
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feature



VIRTUALLY

REALITY

Gaming has **undergone** a revolution going into this **new Millennium**. With new **technology**, inspired **conceptual thinking** and a growth in how we view **entertainment**, the console market continues **to flourish**. So where can we possibly go from here? **Wholly interactive...**

T

he arrival of Shenmue onto Dreamcast is a very big thing indeed. Whilst it's too early to determine whether it's going to be a genuine defining moment in the history of video gaming, at worst it's an instant classic that's going to be remembered for a long time to come. And we know that, even without seeing the final, completed

PAL version that's not due for a few months yet.

Y'see, we believe that at its most extreme, Shenmue is almost like a novel on the Dreamcast, where the main player gets really wrapped up in a world where simple conversations can have a profound difference. It's up to you where you walk, who you talk to, what you do and where you go. The latest buzz phrase to describe it? Full Reactive Eyes Entertainment (or FREE for short). But how did we get this far, and where are we going next? Ah, you've correctly noticed that we've stumbled on the point of our latest feature...

VIRTUALLY REALITY

those
key home
gaming
machines

Atari 2600
ZX81
ZX Spectrum
Commodore 64
Atari ST
Commodore Amiga
Nintendo Entertainment System
Sega MegaDrive
Super Nintendo
Nintendo Gameboy
Sony PlayStation

Where It All Began

It's strange how things have evolved. Nearly 25 years ago, a small game that involved two bats and a ball was enough to inspire grown men with the kind of excitement that could re-ignite a marriage. Ten pence pieces took on a new dimension, as they became the tool by which these same grown men could gain access to their new hobby (and that was before the days of chatlines).



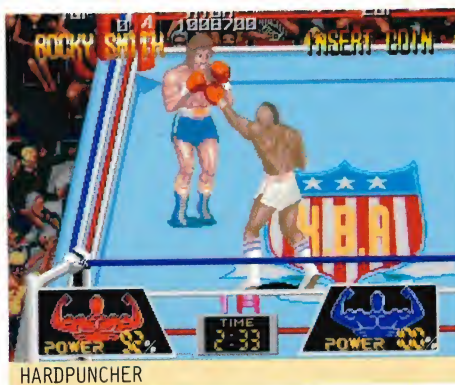
And so once upon a time, in one of the few hugely successful decisions the company ever made, Atari decided that maybe people would like to play this sort of thing in the comfort of their own homes. Under the watchful eye of Nolan Bushnell, a man widely credited with the conception of video games (although there are plenty willing to debate it), the 2600 came into being as the first mainstream, successful games system. Youngsters saved up their pocket money to head off to whatever store stocked the software (back when Electronics Boutique was just a glint in an entrepreneur's eye), and started playing the big names – Space Invaders, Missile Command and Pacman. The latter was one of the first dodgy arcade conversions



(something we still haven't seen the back of), but it still sold by the bucket.

Next up? That'd be Clive Sinclair, and you can find out more about Sinclair Research in the 'Where are they now' boxout. Anyway, Sir Clive launched onto the market with a quick volley of successful home computers, starting with the ZX80 (1980), then the ZX81 (1981), before the most infamous of them all, the ZX Spectrum (1982). The latter was available in both 16k (none of that megabyte nonsense then) and 48k incarnations, and a 128k version was added a few years later on.

The ease with which the Spectrum could be programmed springboarded what was commonly referred to as the 'bedroom programmer' – individuals who, in a matter of weeks, could knock up another game to force onto an unsuspecting public. In fairness too, it was an era of innovation and exploration, as along with the



THE MEGADRIVE WAS
PLAGUED BY EXPENSIVE
ADD-ONS THAT COST SEGA
DEARLY IN TERMS OF
CONSUMER CONFIDENCE

YOU COULD PROBABLY TRACE THE ROOTS OF SONIC THE HEDGEHOG BACK TO THE LIKES OF MANIC MINER AND JET SET WILLY



MC2

other 8-bit home computers (the Commodore 64 and Amstrad CPC being the forerunners), software and ideas were plentiful, and influential right through to today. Should you desire, you could probably trace the roots of Sonic the Hedgehog back to the likes of Manic Miner and Jet Set Willy, or maybe compare the might of Power Stone and Soul Calibur to the force of International Karate and Way of the Exploding Fist. We didn't make these up either.

In Come The Consoles

If the early 1980s were a strong time for computers though, the consoles were about to make a bit of a comeback. Both Sega and Nintendo enjoyed success with their respective Master System and Nintendo Entertainment System machines, the latter of which in particular took off

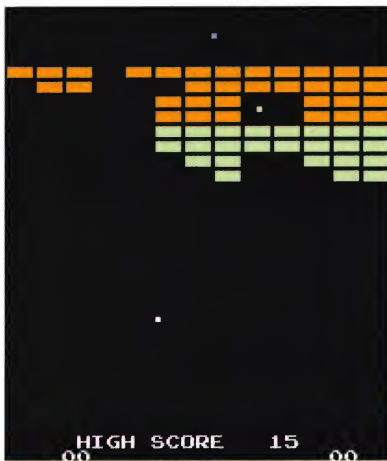


DOUBLE DRAGON

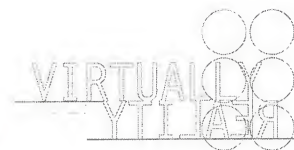


FORGOTTEN WORLDS

with some style (only recently being surpassed by the PlayStation as the most popular console of all time). These were the first real mainstream console machines since the demise of Atari, and with characters such as Alex Kidd on the Sega and a fat Italian plumber called Mario on the



SUPER BREAKOUT



Nintendo, the two new kids on the block started to get a foothold.

Mind you, it wasn't a foothold that lasted long, as superior consoles from Sega and Nintendo were just around the corner. Now the names that the subsequent machines that followed were known abroad as – the Genesis and the Super Famicom – may not mean an awful lot to you, but when we further add the fact that over here they were known as the MegaDrive and Super Nintendo, the penny might drop. Put frankly, these two machines brought console gaming kicking and screaming into living rooms across the country. It's also arguable that with the MegaDrive Sega had their finest hour (although the Super Nintendo outsold it overall, the MegaDrive was the most popular in this country).

Sonic The Hedgehog made his first appearance on the MegaDrive and became an instant smash success. So much so that come the release of Sonic 2, the marketing ploy of releasing it on a Tuesday allowed the clever marketing people to bill it 'Sonic 2's day'. Ho ho ho. A similar

VIRTUALLY REALITY

they were a good idea at the time...

Not every computer and console went down a storm. Here are some of those that should have been left on the drawing board...

Atari Jaguar

In development for ages, and creating a mild amount of interest when it eventually launched, the Jaguar was quickly cursed with little more than games ported across from other formats, and the neglect of the mass public. Suffice to say Atari never released a mainstream console, ever again.

Sam Coupe

This one wasn't too bad an idea actually, it just never caught on. Just as the Spectrum was dying, complete with a back catalogue of thousands of games, the idea was to release a more advanced computer that would also be back compatible with Spectrum software. But impressive though the machine was, the march of the ST and the Amiga was simply too great...

Any Sega MegaDrive Add-on

The MegaDrive was a roaring success, bringing many monies into the bank account of Sega. However, talk about killing the goose that laid the golden egg. Instead of respecting MegaDrive owners and cunningly moving them on to a new console – as Sony are expertly doing with the forthcoming PlayStation 2 – Sega went for the quick cash in. Anyone who bought either the MegaCD or the 32X will no doubt be put off buying a so-called enhancement for their console ever again...

Sega Saturn

And to follow up their successes with MegaDrive add-ons? Sega release by far their most unpopular console, barely holding its place in the market until the double onslaught of the far superior PlayStation and Nintendo 64

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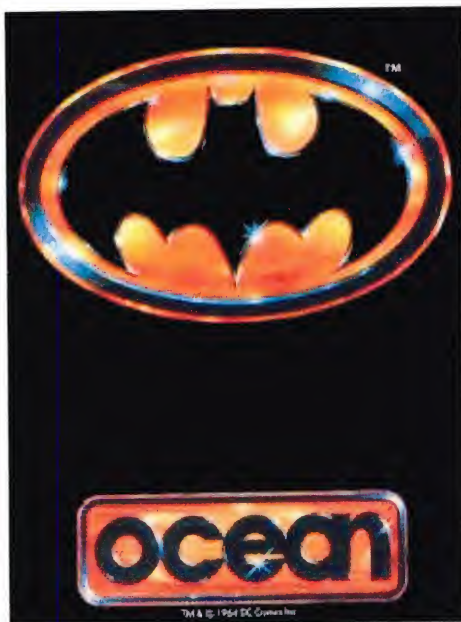
battle of the handhelds

What do the names Atari Lynx, Cheetah Gamemate and Sega GameGear mean to you? Chances are, not a lot, as these were the losers in a battle for the handheld gaming market that was won so devastatingly by Nintendo with their Gameboy machine, the technology of which remained untouched for the best part of ten years, until a colour variant was recently released.

Currently, we're awaiting the Gameboy Advance, due later this year, and looking to see if the Neo Geo Pocket, a more than pleasing piece of kit that won't be unfamiliar to some Dreamcast users, will take off in a big way.



virtually reality



who won the eventual showdown between the two, and the era of 16-bit computers first introduced us to some cracking games that still bear influence today. Examples? Populous, Kick Off 2, Championship Manager, Theme Park and Striker are a few names to bear in mind, but also consider that there are titles you're unlikely to have heard of that did a lot to push the parameters of gaming.

However, it was a sad end to the 16-bit era for most of those concerned. The Atari ST, whilst popular with musicians for its MIDI capabilities, was plagued by savage software piracy and the fact that it couldn't match the Amiga. The MegaDrive was plagued by expensive add-ons that cost Sega dearly in terms of consumer confidence. The Super Nintendo fared better, more evolving out of the public eye than self-destructing. The same can't be said for the Amiga though, which disappeared at the height of its popularity when Commodore went bankrupt. Even now companies are trying to bring it back to the mainstream, but as the last few years have been a fairly open road for the PC, it's going to be a tricky job.

ploy was employed for the launch of Mortal Kombat (anyone remember the so-called Mortal Monday?), but they stopped doing it after that. Nonetheless, a stream of hugely popular games followed on both the MegaDrive and Super Nintendo, the latter's finest hours coming in the forms of Mario, and the phenomenon that was Street Fighter 2 (another franchise that has made it as far as the Dreamcast).

Computers weren't standing still though, and the Spectrums and Amstrads were giving way to a more powerful breed – the Atari ST and Commodore Amiga. It was the latter



The Future?

Now here's where it starts to get even more interesting. Working on the basis that Shenmue has opened up a whole new world of possibilities, it's fair to assume that programmers will continue to strive for greater realism. The natural evolution of this line of development is a combination of photo-realistic graphics and sounds, effectively placing you slap bang in the middle of a computer-generated film. This is bound to annoy the tabloids of course, with the scandal caused over the likes of Grand Theft Auto and Carmageddon piling by comparison.

But perhaps that's a sign of just how mainstream video gaming is becoming. Later this year, Sega will launch an add-on for the DC that'll allow you to play DVD movies through it. Sony's PlayStation 2 will come with that feature as standard. That'll mean that what was once the games console will now control your



GRADIUS



QBERT (COIN OP)

HOWEVER THE GAMES THEMSELVES ADVANCE, YOU CAN EXPECT THE CONVERGENCE OF THE HARDWARE INTO YOUR LIVING ROOM TO CONTINUE AT SPEED





Internet access, your film watching, listening to music and playing games. In other words, however the games themselves advance, you can expect the convergence of the hardware into your living room to continue at speed.

So what about the games? Shenmue has set a dangerous precedent with a budget in the region of 70 million dollars (even though that's paid for the majority of work on the various sequels as well), and as the money involved in developing video games starts to parallel the bill for making a blockbuster movie, you can expect

fewer risks. That means we're in for a diet of sequels and franchises, not completely dispensing with genuine innovation, but leaving the truly adventurous work in the paws of those who can afford it. The higher emphasis on branding makes the likes of PlayStation 3 and Dreamcast 2 inevitable as well.

And whilst we're on the branding issue, it's fair to expect that the continual cross-branding of products will continue. Take the movie world; in terms of films into games, we've had plenty, and on the Dreamcast it's likely to be the allegedly forthcoming Star Wars Episode 1: Racer that carries the torch. But what about the other way round? It's no rash decision by Paramount Pictures to fork out for the rights to the Tomb Raider movie, and films based around Doom, Duke Nukem and Final Fantasy are all at various points of development. FIFA 2000? They issue a soundtrack CD of it, and Sega used Robbie Williams in the promotion of the Dreamcast. Do you

VIRTUALLY REALITY

an educated guess

Who better to ask about the future of video games than the developers themselves...

Name: Kevin Duffy

From: Bullfrog

Responsible for: Dungeon Keeper 2, Theme Park World

"I expect to see great advances in AI - new and emerging platforms are offering the kind of CPU power that enables real advances in behavioural modelling. It won't be long before it becomes increasingly difficult to distinguish a human player from a CPU controlled one. Expect to see increasingly complex environments too - real physics, evolving ecosystems - the only limit will be the designer's imagination!"

Name: Shelagh Lewins

From: Bullfrog

Responsible for: Dungeon Keeper 2, Aliens vs. Predator

"More mainstream games will appear for people who are not 'core gamers', though the current standard genres will still be popular. Games will become part of everyday life for more and more people, and online gaming will take off, big time. I will still be working at Bullfrog".

Name: Ernest Adams

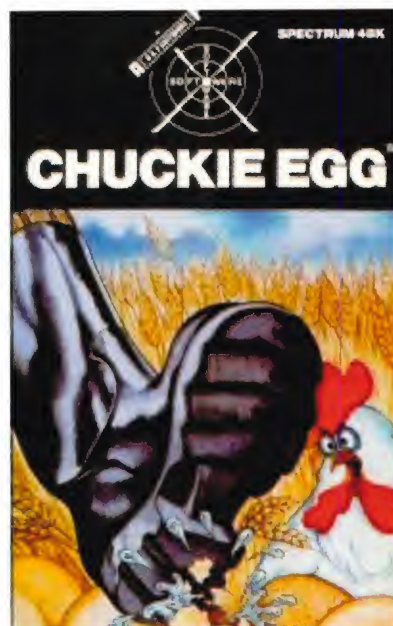
From: Producer at Bullfrog

"Broadcast TV tried to please everyone. Cable TV gave us an explosion in home entertainment, with channels for every interest. Electronic distribution of game software is going to mean a similar explosion of genres in video games. Instead of aiming to please everyone, in the next ten years we'll see games designed for many different markets. The Internet will do for video games what cable did for television".

Name: Nick Goldsworthy

From: Lead Designer at Bullfrog

"Will my Mum and Auntie never play games? Nope. Will my wife or her sister play anything else except Puzzle Bobble, Solitaire and Tetris? Not really. As more of my friends outside of the games industry feel the need to obtain PC set-ups for 'under a grand', to get connected on the Internet, to chat and play simple community-led word games or the fantastic Quakes of this world, these areas will expand and meet the needs of a new mixed bag of gamers. As time rushes past I feel quite upset, as my memories continually remind me of the good 'ole days of the 8-bit - and I get reminded, as a newbie on my team has never heard of 3D Ant Attack or Scott Adams".



VENETIA



STELLA

SHENMUE HAS SET A DANGEROUS PRECEDENT WITH A BUDGET IN THE REGION OF 70 MILLION DOLLARS

GAMING IS A MAJOR PART OF THE ANNUAL TAKE OF THE ENTERTAINMENT INDUSTRY

VIRTUALLY REALITY

where are they now?



Atari

After their initial success, the 80s and 90s can best be described as a turbulent time for Atari. Infamous moments? Their licence of the ET game, which accrued losses of millions and led to unwanted copies being buried in the desert. Their defeat at the hands of Nintendo in the 'Who owns Tetris' legal debate. Their ill-fated Jaguar and Lynx games machines.

It wasn't all bad news, and at the start of 16-bit computing they were there with their Atari ST machine, beloved by musicians and embraced by gamers. It would have been a bigger success but for two reasons – massive software piracy and the Amiga.

Anyway, Atari were formally bought up by Hasbro a year or two back, and they've been using the old name to release some dodgy PC and PlayStation games.

Commodore

A sad story this. Commodore were actually sailing away quite nicely, having hit a goldmine with the Commodore 64, which was only beaten in this country by the Spectrum in the eight-bit computer wars. Then it was on to the Amiga, which was enjoying huge widespread appeal, before Commodore promptly went bust and Amigas disappeared from shop shelves for months. Numerous companies have since bought the name to the Amiga, but Commodore, effectively, are no more.



Sinclair

Sinclair Research Limited was a real name to admire back at the start of the 1980s. Pioneered by Sir Clive Sinclair, boffin supreme, the company released what were generally regarded as the first mainstream home computers. With the triple whammy of the ZX80, ZX81 and ZX Spectrum, they were a dominant force in the market. Unfortunately, Sir Clive was an ambitious man, who took his money and ploughed it into ill-fated projects. The Sinclair QL was a bad start, although it played a mean game of chess. By far the most infamous though was the Sinclair C5, a little robotic car that created much exposure but few sales. Last time we heard of Sir Clive, he'd invented a fold-up bike. But he'd sold Sinclair to Amstrad by then...

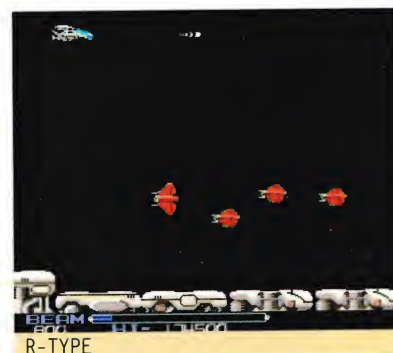


Amstrad

Ah yes, Amstrad, or Alan Michael Sugar Trading for the completists amongst you. Now they had the Amstrad CPC range, which ran in third place to the Spectrum and Commodore 64. They tried to turn it into a games console too, which pleased everyone but car booters. However, aside from the acquisition of Sinclair and the manufacturing of lots and lots of Spectrum computers, Amstrad's main successes were in PCs and word processors. Unfortunately, they too were plagued by financial problems, and the name Amstrad has now disappeared from our High Streets.

Ocean Software

Easily the most consistently successful software company of the 1980s, with a catalogue of titles that would please any eager gamer, Ocean Software's demise is a very unhappy tale indeed. In the same way that we know that Lara Croft or an EA Sports game will top the Christmas charts, it used to be a done deal that it was Ocean's slot. However, the move to PC gaming and advanced consoles caught the company on the hop a bit. They were eventually bought up by Infogrames, who tried to keep the name going, but to little success. That's brand loyalty for you.



see what we're driving at here? Gaming is a major part of the annual take of the entertainment industry, and for a long time now people have been starting to take notice.

Gameplay Matters

However, we can't end a feature like this without looking at how the games themselves are likely to play. The one crucial obstacle that stands in the way of offering a total real gaming experience is artificial intelligence, and for the Shenmue model to advance and allow the player to genuinely feel part of a gaming world, the surroundings, people and adventure itself have to feel right. That's a big problem though, as human beings are by definition unpredictable mammals, whose reaction in a given set of circumstances can't be programmed in that easily.

At the moment, quality artificial intelligence is gauged by how well





the monster hides behind a brick wall or something like that, but how about having a conversation with a computer character where you interrogate without using set phrases that you can select from a list? Or how about in-game characters having genuine relationships with one another? Why can't they have realistic mood swings, and live convincing lives of their own? Are not the best games the ones where you feel that things happen in the game world whether you're there or not? Or do you just think we could use some serious medication?

Other factors affecting gameplay? How about controllers? This year, we're seeing what, to the best of our knowledge, is the first fishing rod add-on for a console when Sega Bass Fishing is finally released (it should be in the shops by the time you read this). In theory then, it's anything goes. Will we ever get to the Tomorrow's World-esque headset wearing, virtual reality approach to

future home computing? Maybe, but it's equally feasible that twenty-odd years down the line we may be happy with the simple gamepad still.

Okay, we know. When looking at the gaming of the future we're supposed to tell you about virtual reality specs and super-doooper technology that'll simply blow your socks away. But for us that's not it. We feel now, and we'll probably feel then, that however good the technology is, it's the game and how the player interacts with it that's the key thing. Chances are, however impressive you may or may not think Shenmue is, in four to five years time it'll be in secondhand bargain bins and looked back upon as some form of relic. It's only just gone five years since the first FIFA game hit the stores, but if someone presented you with it today, you'd more than likely not be impressed.

So there we have it, our trip down memory lane, neatly wrapped up



with a quick peak into the future. Still, however we got here and wherever we're going, we're firm believers in living the day here at Dreamcast Monthly, and we're quite happy to enjoy what we've got, whilst still secretly craving for more. Which is all a long-winded way of saying we've run out of room, so we're sodding off for a game of Soul Calibur. We suggest you do the same.



TEMPEST



HUMAN BEINGS ARE BY DEFINITION UNPREDICTABLE MAMMALS, WHOSE REACTION IN A GIVEN SET OF CIRCUMSTANCES CAN'T BE PROGRAMMED THAT EASILY

VIRTUALITY
YTLAE

virtually reality

Written By Simon Brew simon.brew@guaynet.co.uk

solution

RESIDENT EVIL 2

While you're waiting for Code Veronica, maybe your time's being spent on the second title of the series. Pardon? You're having problems? Maybe this in-depth solution will help...



Claire's Route

CITY AREA

You need to run past the eight zombies roaming the streets until you come to the gun shop. After the cut scene, explore the shop to find a box of Gun Bullets on the shelf behind the main counter and another on top of the crate behind the second counter. Collect these and come back out from behind the counters. The zombies break through the shop window and attack the store owner. Go back round the counters and use them as cover while blasting the zombies. When they're all dead, collect the Bow Gun from the corpse of the shop owner and head out the back door and into the alley.

In the alleyway, you see some zombies in a caged basketball court to the left. Continue to the van and collect another refill of Gun Bullets. At this point, the zombies come out from the court and head towards you. Shoot them in the head to kill them. With the zombies dead, go through the basketball court, running past the next walking corpse, to come to a metal walkway.

Go up the stairs and follow the gantry to the other side and go down the next steps. Look between the two bins to your right for a box of Hand Gun Bullets. Climb over the skip and shoot the four zombies, then exit through the gate at the end of the alleyway. Run past the next four zombies and enter the bus. Search the duffel bag on the left to pick up more bullets. Use these to kill the two flesh-eaters in the bus and exit by the door at the far end. Don't waste your bullets on the next five zombies; instead, run past and come to another gate. Head through and follow the path to arrive at the Raccoon City Police Station.

POLICE STATION

In the police station, head down to the front staircase and go through the door at the back left of the main hall. You meet an injured copper who gives you his Blue Key Card and forces you out of the room. Use the card on the computer terminal to unlock the other two doors. Collect the Ink Ribbon and Gun Bullets.

RECEPTION AREA ONE

Enter the room. Behind the front door on the left of the hall you see an item box and a police memorandum file. Use the Lock Pick on the drawer on the small desk to discover some First Aid Spray. Go through the back door to see a Licker scurry past the window.

CIRCUIT BOX HALL ONE

This room contains a Circuit Box and a Green Herb. When you reach the pool of blood on the floor, a Licker drops down from the ceiling. Use the Bow Gun and fire some rounds off to kill him, then continue through the wooden

door into the hallway with windows boarded up, and enter through the next door you see.

BRIEFING ROOM

You notice a File on the desk. Go back into the hallway and follow it along until you come to a room with a set of stairs in it. Before you get the chance to collect the two Green Herbs from the front of the dark room, you need to tackle the four zombies you encounter, then enter.

DARK ROOM

Look at the typewriter to find an Ink Ribbon on the left on top of the filing cabinet. You also find a File at the back of the typewriter and you can now use this back part of the room to develop any film you discover later. The locker to the left of the door contains a costume change and a secret weapon. To get the key, you need to score a high grade in either Leon or Claire's 'B' game.

Leave and head up the nearby staircase. At the top, continue along until you arrive at a room with three statues in it. Push the right and left statues onto the pressure plates. You hear a clicking sound and the middle statue drops to reveal a Red Jewel. Pick this up and leave the room.

HALLWAY TO THE STARS OFFICE

Go through the first door and look for the Grenade Launcher, Chris's Diary and the Unicorn Medal. As you leave, the fax machine bursts into life and prints the message 'Mail to Chris'. Go back and read the document. With the Unicorn Medal, head back to the Main Hall. As you proceed along the hallways, the zombies try and grab you through the unboarded windows. Use the Unicorn on the centre statue to make it drop the Spade Key. Now go through the door on the right at the front, which takes you to the second Reception Area. You must now deal with six zombies behind the door before collecting the Green Herb on the left of the vending machine. Go through the blue doors.

FAN ROOM

You have now entered the Fan Room and you're up against five zombies. Shoot them and search the room for items. You find an Ink Ribbon on a table underneath the front ceiling fan and also a box of Hand Gun Bullets on the dead body in the back corner. In the entrance to the east staircase you see two Green Herbs. Head through the room and enter the Office Area for a locked safe and another Herb behind the desk. Back in Reception Area One, you found a file with the numbers 2236 on it. This is the code to crack the safe, and once it's



opened you discover a case of Acid Rounds and a Police Station Map. With these items added to your inventory, go back to Circuit Box Hall one and enter the metal door.

FILE ROOM

This room is in a mess – look carefully to find anything. On the shelf next to the door discover a File, and an Ink Ribbon in the supply cabinet on the right-hand side of the door. Push the ladder against the back supply cabinet. Climb up to find a Crank on the top of the cabinet, then head back upstairs, past the statues and go back into the hallway leading to the STARS office. You see Sherry being attacked by a zombie. When she breaks free, shoot the flesh-eater to kill him.

RECEPTION AREA THREE

Proceed forward and open the next door using the Spade Key and enter the third Reception Area. Here you meet up with Leon and a cut scene starts. After the discussion, collect the box of Hand Gun Bullets from the cupboard at the end of the hallway behind Leon. Now use your Lock Pick on the desk situated on the right-hand side of the room to find a case of Flame Rounds.

LIBRARY

Go up the stairs and onto the balcony on the left. After a few steps you fall through to the room below. Look around to find a box on the wall and a power switch that opens a secret passage. Go through the passage and activate the switch in the box on the wall to the left, allowing you to move the bookcases from left to right. Moving the two cases on the right causes

Solution

the box on the wall to open, revealing a Serpent Stone. Pick it up and go through the big doors.

Continue along the hallway ledge around the corner, avoiding the four zombies, to reach the emergency ladder. Lower the ladder to the first floor of the building, offering a quicker route between the main floors. With that done, continue along the ledge and enter the next room.

WAITING ROOM

In here, you find a File next to the typewriter and a lighter on the window ledge. An Ink Ribbon sits next to the typewriter. With the lighter, go back to the briefing room with the fireplace and use it to create a fire. When you've lit the fire, the painting opens to reveal a Red Jewel. Go back up the stairs to the waiting room. Go through the next set of doors and shoot the two zombies in the Helicopter Hallway. Head towards the Bird Hallway. As you progress down the corridor, shoot the crows as they fly down at you and check the dead body for another box of Hand Gun Bullets. Unlock the door to the east staircase. Find a Green Herb outside on the staircase, then as you walk past the windows, the birds swoop down and smash the glass – shoot them as they come in.

CITY AREA (PART TWO)

Make your way to the Helicopter Rooftop. There's nothing here at the moment, so instead, climb down the metal stairs to the side and avoid the four zombies at the bottom to reach the small work area. Look to the back of the room near the desk to find an Ink Ribbon, a Bow Gun and a Valve Handle. If you try to go through the door next to the desk, you're attacked by two zombies. Go back up to the Helicopter Rooftop and head behind the metal fence. Now use the Valve Handle on the water pressure valve to extinguish the helicopter. Walk back round from the fence and search the wreckage for a box of Hand Gun Bullets.

POLICE STATION

Go back to the Helicopter Hallway and go past the smouldering wreckage to the back door. You hear a scream from behind the locked door to the left. Go through the door into the Red Jewel Statues Room. Place a Red Jewel in each of the two side statues to cause the middle one to open and reveal a Blue Stone and a key. Now head back across the station and down the stairs and enter the Locker Room on the right hallway.

hallway to the end and go through the door at the back on the right. You're now in the Interrogation Viewing Room – you find another box of Hand Gun Bullets.

INTERROGATION ROOM

Head back out into the hallway and enter the grey door on the right. You now need to use the key that you collected from the Red Jewel Statues Room to unlock the door to gain access. Be on your guard; once you've collected the wire and the Eagle Stone and try to leave, a Licker bursts through the two-way mirror and attacks you.

BLOW UP THE HELICOPTER

Head back to the hallway with the crashed helicopter and use the Bomb and the Detonator to blow it up and give you access to Chief Irons' Office. This section can only be accessed by Claire.

CHIEF IRONS' OFFICE

When you enter the office, the chair spins and you meet Chief Brian Irons. Exit the other door and head along the hallway until you reach the Art Display Room. Turn the lights on to see Sherry at the back part of the room. You



LOCKER ROOM

Kill the five zombies. You find a quiver of Bow Gun Bolts in the locker facing the door by which you entered and a Plastic Bomb in the locker to the left of the other door. On the opposite wall, Film A is in the drawer. Leave the room through the other door to find a badly injured cop. Pick up the Herb nearby. The copper's now in the office area and turns into a zombie as you approach – shoot him and collect the Detonator from the desk. If you're carrying the Plastic Bomb, then combine it with the Detonator. Over the other side of the room, on the desk in front of the two lockers, there's the Memo to Leon and a box of Hand Gun Bullets inside the lockers. Exit the room for the main hall.

BOARDED-UP HALLWAY

Go to this area via the door at the back of Reception Area Two. You come face to face with four zombies. Don't waste your bullets on them; try to run past. If this doesn't work, shoot them in the head. Collect the Red Herb, then follow the

also find a File and some First Aid Spray. Go back to the Chief's room and pick up the Key on his desk. Chief Irons is no longer in the room, but there's a File on his chair. Look at the picture behind his desk; it opens to reveal a puzzle. To solve it you need to collect all the square stones and place them in the openings.

There's nothing more you can do on the main floors, so head down to the basement level. To reach it, go down the outside staircase on the east side and enter the Fan Room again. Use the new Key you've collected to exit through the locked door to come out in the Circuit Box Hall Two. Now use the wire you picked up on the Circuit Box to make the Metal Shutters drop to stop the zombies from entering the hallway from outside. Now collect the Green Herb and head down the stairs.

POLICE STATION BASEMENT ONE

At the bottom of the stairs you hear the sound of dogs barking. Head down the main tunnel until you reach the T-junction and shoot them. Go right and through the doors into the Power Room.



POWER ROOM

Pick up the Green Herb on your left, go round the centre machinery and collect the Map of the Police Station's Basement One Area. Walk to the Power Control Panel and set the switches in the following order; DOWN, UP, DOWN, UP. This powers up the card reader. outside the Armoury.

Exit via the dirty metal door to the outer path and collect the Red Herb at the foot of the steps. Two more dogs attack. Run over to the manhole and drop down. When you emerge the dogs are facing you and not behind you, making life easier.

UNDER CONSTRUCTION PASSAGEWAY

This area is discovered at the bottom of the manhole. Go through the door on the left, enter the storeroom, save your game and collect another Ink Ribbon from near the typewriter. Now exit – you meet Sherry. Once you've talked to her, she climbs through an opening in the passageway and comes to a dead end. You're in control of Sherry.

SEWAGE DISPOSAL

Get the lift up to the catwalk area. At the top, you're confronted by two dogs. Sherry has no



weapon, so run past as quickly as you can and head for the door on the left side of the catwalk, then enter. Go down the stairs to the empty pool area and push the three crates up against one another and against the back wall. Come back up the stairs and flick the lever for the water to rush in and fill the pool. This leaves the three crates sat in a line. Walk across them to the other side and collect the key. Leave the room and collect the map hanging on the wall on the way out.

CESSPOOL

You need to run past the dogs and go through the other door. This leads to the cesspool area where you discover a case of Grenade Rounds and another key. Collect these and run back past the dogs again and grab the lift back down to the dead end area. You now gain control of Claire. You also have the items Shelly picked up. Head back to the main tunnel of the basement.

POLICE STATION BASEMENT ONE (PART 2)

When you get to the main section, a Licker's found his way in, so kill him straight away. Use the key from Shelly to

enter the Autopsy Room. Look in the locker at the far end on the left to find a Red Card Key, but as soon as you collect it, five zombies attack. You can't run so kill them. When they've been killed, head for the armoury. The card reader at the side of the door lets you in. Once through the door, you see some Bow Gun Shots and a box of Hand Gun Bullets on the left of the room. On the right is another box of bullets, a Sub-Machine Gun and a Side Pack in the locker on the left at the end of the room. With everything collected, head back upstairs and into the Circuit Box Hall Two.

POLICE STATION

Using the key from the Cesspool, you can now enter the door under the stairs to find living quarters. In the sleeping area you find a case of Acid Rounds and a File. Exit the room and proceed to the boarded-up hallway again where the interrogation rooms were. Use the key again to open the green door at the back of the hallway, leading to the Press Room.

PRESS ROOM

As soon as you walk through the door you must beat a Licker before you can search the room.

On the table, collect Film B and head to the furnace at the back of the room. Use your lighter to ignite the furnace and turn on the three wall statues in the following order: 12, 13, 11. When all three statues have been lit, the Golden Cog drops from the wall painting. You now need to head to the Gear Room on the third floor, but make sure you're still carrying the Crank.

GEAR ROOM

Get the ladder up from the main hall onto the second floor and head for the library. Avoid the Licker and climb up the stairs in the library and enter the room at the top. This takes you to the Main Hallway Ledge Three, where you find the entrance to the Gear Room. As you approach the door another Licker blocks your path, so run past or shoot him. When inside the Gear Room, use the Crank on the square opening in the wall at the back. This lowers a wooden staircase leading to the attic area. Use the Golden Cogwheel on the machinery and a door opens to the right. You now discover the second Blue Stone. Combine this with the first one to create the Jaguar Stone.

CHIEF IRONS' ROOM

Go back to the Chief's room and meet up with Sherry again. She escorts you through the majority of the rest of the game. Head to the painting and use the three stones on it. When these are in place the wall opens to reveal a secret passage. Go through and collect the File lying on the floor and get the lift down to Chief Irons' Secret Room.

CHIEF IRONS' SECRET ROOM

While you're going down in the lift a cut scene shows Chief Irons being attacked by a monster. At the bottom, enter the room and you see the Chief. Another cut scene tells you about Umbrella. Before he finishes, he dies;

you now get the chance to look around. You find a case of Acid Rounds, which you need to use against the thing that killed the Chief. Save your game position and head down the trapdoor ladder to come face to face with the monster. Use everything you've got, especially the Acid Rounds, then head back to collect Sherry and then back down again. Drop the ladder down at the end of the metal walkway and climb down it to enter the second basement of the sewer section.

SEWER BASEMENT TWO

You meet Sherry's father, Mr William Birkin, but you can't talk to him as he's started to mutate thanks to the G-Virus. Run from him and escape into the next room. At this point Sherry gets sucked down through the floodgate and into another section of the sewers. You now gain control of her again, so go through the doorway into the Warehouse Room.

WAREHOUSE ROOM

You won't find anything in this room, so scramble through the air vent to reach the room on the other side. Avoid the zombie and

solution

run through the bug-infested tunnel and head down the next big Air Vent. This leads you to the Small Trash Heap Room.

SMALL TRASH HEAP ROOM

Collect the Wolf Medal off of the floor, causing the floor to open up and drop Sherry into the Garbage Room. A cut scene starts, involving William Birkin, then you gain control of Claire again; climb up to the ledge that leads to Control Room One.

CONTROL ROOM ONE

Collect the two Blue Herbs and enter the room. On the table you find a File and Hand Gun Bullets. In the lockers is a First Aid Spray. There's an Ink Ribbon beside the typewriter. Use the Lock Pick to gain entrance to the lower room in the warehouse. This is another section that Claire can reach and Leon can't.

WAREHOUSE ROOM

Collect the Grenade Rounds and a quiver of Bow Gun Bolts before going back up the ladder. Get the lift down into the Elevator Hallway and walk along the hall to the next room. On your way, pick up the Map of the Sewer Area hanging on the wall. Exit to the Passage to the Giant Fan.

PASSAGE TO THE GIANT FAN

Head to the left past the ladder to the ledge and collect the case of Flame Rounds, then use them to kill the spiders. When the battle's over, take the path to the left and leave via the metal sewer door.

WATERFALL ROOM

Run past the spiders and climb up to the ledge to the next room. This is the Bridge Room. Annette Birkin appears and explains what happened to her husband William Birkin and why he's after Sherry. After this, she departs. Go over to the Oil Pressure Data Transmitter and use the Valve Handle on it to lower the bridge. Head over the bridge and collect the two Green Herbs, the case of Flame Rounds and the Ink Ribbon near to the typewriter. Come back over the bridge and before you leave the room, raise the bridge back up to the higher level.

ALLIGATOR TUNNEL

When you get to the tunnel, run to the end to see Sherry unconscious on the floor. As you approach, an alligator attacks. Go back to the door where you entered and look for the control panel on the left-hand side. When you activate it, a gas cylinder drops to the ground. Wait a few moments

VACANT FACTORY BASEMENT ONE

Ride the tram to the Sky Tram Room Two and get off. To your left is a Flare Gun, which can be activated by using your lighter. This lights the room, enabling you to see the location of the Weapon Box Key. Collect the key and leave for the Y-Shaped Branch One room.

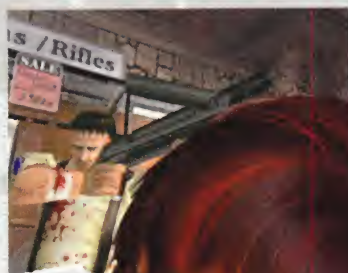
You encounter four zombies who are all wandering around. Take your time and walk round the four corners of the room, then go to the end of the left branch to find the Spark Shot. The right branch has a door that leads to the second Y-Shaped Branch Room. Off to the right branch you find two Green Herbs. When you get to the end of the left branch, you discover a ladder leading to the Factory Save Room, which is located on the first floor of the vacant factory

VACANT FACTORY FIRST FLOOR

In the left of the room, collect a case of Flame Rounds and some Grenade Rounds. Look in the cabinet to find a First Aid Spray.

TRANSPORT ROOM ONE

Next to the fallen barrels you find a box of Hand Gun Bullets and a Map of the Factory Area on



and step back as the alligator approaches. When it gets to the cylinder it picks it up in its mouth. Shoot the gas bottle to blow its head off.

Go to the back of the tunnel and operate the electric lock on the wall to open up the door. Enter the garbage room and collect the Ink Ribbon from the right side of the room and the Wolf Medal over the back right of the room. Go back to Sherry and she awakens. Exit and climb the ladder at the back and re-enter the Bridge Room. Continue along the metal passage and into the room with the corpse. Pick up the Eagle Medal and the Sewer Management Diary then exit to the Waterfall Room.

STOPPING THE WATERFALL

On the right of the waterfall is a Clearance Identification Device. Insert both the Medals into the device to turn the waterfall off. The water from the sewage area drains away, allowing access to the wooden catwalk. Proceed to the Sky Tram Room One. Go over to the right side of the Tram and operate the Power Console. This lets you get into the tram via the doors on the left side.

the wall. Enter the transport at the far end of the room, then run to the back of the room to pick up the Control Panel Key. Back outside use the key on the Control Panel to lower the transport to Laboratory Basement Four, Transport Room Two. As you descend, Sherry complains about pains in her stomach and drops to the floor unconscious. Exit back out the door and go round the transport. The fully mutated William Birkin attacks. Don't get too close or he cuts you down with his claws. Go back into the transport and a cut scene starts.

LABORATORY B4

As you arrive in this area, Claire automatically carries Sherry to the nearby Security Room.

SECURITY ROOM

On the refrigerator you find a Green Herb, there's a case of Flame Rounds in the lockers and a case of Acid Rounds on the table next to the lockers. There's also an Ink Ribbon near the typewriter.

Leave the Security Room and head to the hallway on the far left, which takes you to the main shaft containing the main Breaker System

for the whole building. When you go back to the Transport Room Two, you need to deal with five skinless zombies. Follow the corridor with the red coloured guide lights and continue into the left passage. Go through the door at the very end of this room.

TENTACLE ROOM

To kill the tentacles, shoot a Flame Round into the shaft. In the locker to the right of the door you find some Bow Gun Bolts and a File named Lab Security lies to the right of the flickering computer monitor. Use the computer to turn the BOW Sprinkler System on. On the couch next to the beds is another File named User Registration and some Blue Herbs. Climb through the ventilation shaft the tentacles were hanging from.

TENTACLE ROOM TWO

Kill the Lickers. There are Grenades in the metal closet at the back of the room. Pick up the Ink Ribbon on the table. Leave for the left corridor, head back to the Main Shaft Room and take the corridor with the blue-coloured lights. Head off to the right passage and enter the Cold Room at the back of the corridor.



COLD ROOM

You find a Fuse Case on the shelf in the back corner of the room – use it on the middle computer terminal. This turns it into the Main Fuse, which can now be used on the Breaker System in the Main Shaft. Collect the First Aid Spray from the shelf opposite the terminal. Now go to the Main Shaft and use the Main Fuse. This brings power back to some of the rooms and operates some electronic doors. One of the newly powered doors is located in the left corridor, so head there. Activate the shutter door by operating the switch on the wall. In the room kill the two Plant Creatures. You'll see a door leading to the room with the ladder to B5. Go through and kill another Plant Creature, then descend the ladder to reach Laboratory B5.

LABORATORY B5 EVACUATION GATE ROOM

Kill two Lickers and a third drops from the ceiling. Use your Flame Rounds. You should find three Green Herbs on the floor. Head through the door into the Control Centre. Collect the Map of the Lab sat on the main control panel to

the left, below the video screens. You find an item box here. Head to the area outside the Giant Moth Room and go through the big metal doors to the P-4 Laboratory

P-4 LABORATORY

This room is divided into three sections. The doors are operated by motion sensors. The locker in the first section of the room is opened with the Weapon Locker Key. Inside you find two cases of Grenade Rounds. The Lab Card Key is on the table and note the Vaccine Synthesis Machine you need later. With all this done, go to the area outside the Giant Moth Room. Annette appears along with William Birkin. Run to the corridor after Annette. You get a File called Vaccine Synthesis, telling you how to make the Antigen to heal Sherry. The evacuation alarm rings – go through into the Giant Moth Room.

GIANT MOTH ROOM

Use the Lab Card Key. Use Flame Rounds on the Giant Moth. Log onto the computer by signing on as 'GUEST' to register your fingerprint. Go outside and climb the ladder to Laboratory B4 level. As you walk past the monitors you spot Leon.

LABORATORY B4

Go to the right corridor and open the shutter door. This reveals another door, but don't enter yet. Instead, use the Lab Card Key to enter the door to the left of the shutter door and kill the five zombies. Find the Vaccine Cartridge on the hospital bed. Flick the switch to put the lights on and use the Vaccine Cartridge on the VAM machine in the centre of the room. Go over to the VAM System Controller at the back of the room and switch it on. The Vaccine Cartridge becomes a Bas Vaccine and you can collect it again. On the way out from the room, pick up the MO disk beside the system controller and the case of Grenades on the shelf left of the door.

Go back down to Laboratory P-4 and use the base vaccine on the Vaccine Synthesis Machine. When you get to the machine you can create the complete vaccine

EVACUATION

You now have a cure for Sherry. Run to the Evacuation Gate Room and use the MO disk you picked up on the control panel. Head down the pathway, and enter the Transport Elevator Room.

TRANSPORT ELEVATOR ROOM

As you enter, a counter counts down giving you just five minutes. Press the button to the right of the elevator platform to activate the lift. While you are waiting for the lift to descend, a mutated William Birkin drops from the ceiling. Kill him quickly – take too long and he transforms into a hideous beast. Get on the lift and go down to the Escape Train. As you run forward, the final cut scene kicks in; you've finished Claire's game.

Solution

Leon's Route

CITY AREA

Turn and run, avoiding the zombies, until you arrive at the Gun Shop. When the cut scene ends, explore the shop for two boxes of Hand Gun Bullets. One's under the main counter and the second can be found under the side counter on top of the crates. Zombies smash through the shop window and set about the shop owner. Run behind the counter and use it as cover while you kill them. Collect the Shotgun from behind the corpse, then leave by the back door and run up the alleyway. You see zombies in the locked basketball court. Shoot them, then continue along the path until you reach the van. Search the back of the van for a box of Hand Gun Bullets then position yourself to shoot the zombies breaking out of the basketball court. Go through the courts and out the other side. This brings you to an area with a metal gantry.

Go up the stairs and along the gantry and down the stairs at the far end. At the bottom, collect the box of Hand Gun Bullets between the metal bins. Scramble over the skip, run past the four zombies and climb onto the bus. In the duffel bag there's another box of Hand Gun Bullets. Shoot the two zombies on the bus, then exit from the vehicle via the doors at the far end. Now run past the five zombies outside and head for the gate to the police station.

POLICE STATION

Go down the stairs and head through the door at the back on the left. You meet a wounded copper who gives you his Blue Card Key. Use this on the computer terminal in the Main Hall to unlock two other doors. Collect the Hand Gun Bullets and the Ink Ribbon, and go to Reception Area One through the door on the left. You find an Item Box and a Police Memorandum File. Leave via the door at the back and you see a Licker.

You have now entered the Circuit Box Hall One – this contains a Circuit Box and a Green Herb. A Licker drops; draw your Shotgun and aim low to blow this thing to pieces. Continue along the Hallway through the wooden doors into another Hallway with boarded-up windows. Go through the next door you see.

You're now inside the Briefing Room, so look around and collect the file from the table and use the lighter on the Fireplace to collect the Red Jewel. You can also find another box of Bullets at the back of the rear room.

Go back into the Hallway to the room on the right with the staircase. Grab the two Green Herbs at the foot of the Dark Room door. There's an Ink Ribbon on the table. Head up the stairs nearby and follow the Hallway along at the top. This leads to a room with three statues. Push the right grey statue onto

the left pressure plate and do the same with the brown statue onto the right pressure plate. You hear a clicking and the middle statue reveals another Red Jewel. Exit using the nearby door, leading you to the Hallway to the STARS Office. When inside collect the First Aid Spray, the Shotgun, Chris's Diary File and the Unicorn Medal. Claire arrives.

Go to the Main Hall and use your Unicorn Medal on the Centre Statue for a key. Head through the door at the front right and you're in Reception Area Two. Collect the Green Herb next to the vending machine and head for the big blue doors. You're inside the Fan Room. Collect the Ink Ribbon from the front table in the room and a box of Hand Gun Bullets from the dead body in the corner of the room at the back. By the door near the staircase to the east, you find two Green Herbs.

Go into the Office to find a locked safe. The code is 2236 (from the Police Memorandum). Inside is a case of Shotgun Shells and a map of the police station. Exit and go to the west side of the police station and enter through the metal door back in Circuit Box Hall One. You're in the Messy File Room.

MESSY FILE ROOM

Use the Key. Inside is a File on the shelf next to the copy machine and an Ink Ribbon in the supply cabinet. Push the stepladder at the end of the metal shelf up against the supply cabinet. Look on the top of the cabinet to find a Crank.

RECEPTION AREA THREE

Head forward and use the key again to open the door leading to Reception Area Three. You see five zombies, so shoot them all. You find a box of Hand Gun Bullets at the end of the hallway in the chest. In the desk drawer is a Small Key and some Hand Gun Parts that can be combined with your current pistol to make it automatic.

LIBRARY

Head through the door nearby and go up the staircase and along the balcony around to the left. As you walk along you fall through the floor into the room below. You find a box on the wall and a Power Switch that opens a secret passage leading back to the Main Hall. Head down the passage and operate the panel on the bookcase at the end. This enables you to move the cases from left to right, so move the next book rack to the right to open a box on the wall in the secret section and reveal a Bishop Plug. There's a Red Herb on the table under the balcony. With everything completed, leave the room via the main doors at the end.

Continue round the hallway ledge until you come to the ladder box. Activate it and a ladder drops down to the first floor. You can



use this to gain access between the two floors more easily, then continue round and enter the Waiting Room.

WAITING ROOM

There's a File on the desk next to the typewriter and a Small Key on the window ledge. There's an Ink Ribbon on the other side of the typewriter. Head through the next set of doors and shoot the two zombies in the Helicopter Hallway – you can't get past the wreckage yet, so go to the Bird Hallway. As you head up the corridor, shoot the birds and check the corpse for Hand Gun Bullets, then unlock the door to the East Staircase. You find a Green Herb outside the stairs.

CITY AREA

Proceed forward and head for the Helicopter Rooftop. When you get there, climb down the metal stairs to the side and run past the four zombies to the Small Work Area. In the back of the area, you find a box of Hand Gun Bullets, an Ink Ribbon and a Valve Handle. Don't enter the door on the right, as you're attacked by two waiting zombies. Go back to the Helicopter Rooftop and head behind the metal fence. Use the Valve Handle on the Water Pressure Valve to extinguish the fire on the crashed Helicopter, then come back round from behind the fence and go over to the wreckage and search it to find a box of Bullets for your Hand Gun.

POLICE STATION

Run past the zombies and re-enter the Helicopter Hallway and go to the back door. You're in the Red Statues Room – you need the two Red Jewels. There's a key on the crate in front of the left statue. To solve the puzzle, put a Red Jewel in each of the two side



statues. This causes the centre statue to open and reveal the King Plug. Pick up the Shotgun Shells amongst the boxes on the floor to the left. Now you have the new key, go back to the other side of the station and down the stairs to the first floor and go the right-hand side of the back Hallway and enter the Locker Room.

LOCKER ROOM

Shoot the five zombies. There's a case of Shotgun Shells in the locker on the wall by the door. On the other side of the wall of lockers is a drawer with Film 'A' inside.

Leave through the other door to bring you out in the room with the wounded copper again. Pick up the Green Herb and turn to see the cop in the office. If you try to approach him, he turns into a zombie, so shoot him straight away and collect the next key off of the desk. On the desk on the far side of the room there's a File called Memo to Leon. On the lockers is a box of Hand Gun Bullets, so collect them as well and exit out to the Main Hall.

BOARDED-UP HALLWAY

Head to the Reception Area Two and head out the door at the back. This takes you into the Boarded-Up Hallway. Collect the Red Herb

come to the T-junction and kill the barking animals that leap out at you. Once they are dead, enter the big doors into the Power Room.

POWER ROOM

Pick up the Green Herb to your left and go round the centre machinery and collect the Map of the Police Station B1. Go to the Reserve Power Control Panel and set the switches in the following order, UP, DOWN, UP, DOWN, UP. This powers the Card Reader outside the Armoury.

Exit now and head through the dirty metal door to the metal path. There's a Red Herb on the floor near the door. When you're jumped by the dogs, run to the end and drop down the manhole. The dogs won't follow, but when you stick your head out again, both dogs are in front.

UNDER CONSTRUCTION PASSAGEWAY

At the bottom of the manhole you're in the Under Construction Passageway. Go through the door on the left and save, then on your way out, pick up the Ink Ribbon near the typewriter. Head back to the Main Tunnel of the Basement.

tunnel and go to the Store Room on the left of the Hallway. You find a Bow, a typewriter and a Blue Herb. Leave and go into the room with the big metal door, to the left of the Store Room. Leave the room and meet Ada again. Lift her up to a ventilation shaft and she climbs into the Cesspool room. You gain control of her. Leave the Cesspool area and head for the Catwalk and run past the two dogs and into the next room.

CRATE PUZZLE ROOM

You're in a room with three crates in an empty pool area and a platform on the far side of the room. Go down into the pool area and push all the crates up against the back wall until they're all in a line. Come back up the stairs and flick the lever on the control panel at the side. This fills



and enter the door on the right near the end to take you into the Interrogation View Room, to find a Small Key on the table.

INTERROGATION ROOM

Head back into the Hallway and enter the grey door using the key from the Red Jewel Statues Room. Look on the shelf for the Rook Plug. Also find the Cord on the table as well as some First Aid Spray. A Licker bursts from the two-way mirror – run past or shoot him then leave the room. Head for the basement. Go down the staircase on the east side and enter the Fan Room again, but use one of the keys to unlock the door and exit through it. You're in Circuit Box Hall Two. Use the wire from the Interrogation Room on the Circuit Box to make the metal shutters drop to prevent any zombies from outside entering the hallway. Collect the Green Herb from the room and head down the stairs to Police Station Basement One.

POLICE STATION BASEMENT ONE

At the bottom of the stairs there are some dogs barking; go through the Main Tunnel until you

POLICE STATION BASEMENT ONE

Head to the Parking Garage at the far end of the tunnel. You meet Ada. Help her push the SWAT van out of the way. You should be able to access the Cell Block Entrance Hallway.

CELL BLOCK ENTRANCE HALLWAY

In front of the metal gate at the end of the hall you find a table with Hand Gun Bullets on it. Go through the metal gate and enter the main Cell Block. You find a Green Herb and a Blue Herb in the first empty cell. Talk to Ben in the last cell. Collect the Manhole Opener from the shelf. With this in hand, enter the other door in the Cell Block Entrance Hallway. This takes you to the kennels, where at the end you find a Red Herb. The dogs that you passed break out and attack. Now enter the kennel and collect the Blue Herb, then use the Manhole Key on the cover and open it to drop down into the sewers.

SEWAGE DISPOSAL

Go down the ladder and run past the two Giant Spiders. Climb the ladder at the end of the

the pool with water. Head over to the crates at the back of the room. Cross them to the platform on the other side and collect the key, then turn and come back out of the room while grabbing the map on the way out. On the Catwalk, run to the area with the lift and ride it down to the dead end. Here you can collect the case of Shotgun Shells. Get the lift back up and return to the Cesspool Room. When the cut scene stops, you gain control of Leon again, so turn and go back to the Main Tunnel of the Basement.

Back in the tunnel, head to the Autopsy Room. Use the new key you've got to unlock the door and gain entrance. Collect the Red Card Key in the locker at the far end of the room on the left. Make sure you've got lots of ammo, because as you try to leave, five zombies come to life and attack. Head to the Armoury.

THE ARMOURY

Use the Red Card Key in the card reader. Once in the room, look to the left to find Shotgun Shells and Hand Gun Bullets. On the right you find Gun Bullets. At the end of the room is a Sub-Machine Gun and a Side Pack in the left locker. Head back to Circuit Box Hall Two

POLICE STATION

Go through the door under the stairs. Inside are living quarters. In the sleeping area you find a Magnum Gun, the Watchmen's Diary and a case of Shotgun Shells in the locker. Leave the room and go up the stairs into the Boarded-Up Hallway and enter the green door using another of your keys. This is the Press Room.

PRESS ROOM

Film 'B' is on the table. Go to the back of the room and light the furnace using your lighter. Turn the three wall statues in the following order: 12, 13, 11. When all three are lit, a Golden Cog Wheel drops from the painting. Head to the Gear Room, but make sure you have the Crank Handle.

GEAR ROOM

This is on the third floor – get there through the Library staircase. This takes you to the Main Hallway ledge on the third floor and the door to the Gear Room is here. When you finally enter



the room, use the Crank on the square opening on the back wall. This lowers a wooden staircase you can climb to get to the attic. Use the Gold Cog on the machinery there to open up the door on the right. This is where to find the Knight Plug. This also heads to an old dust chute you need to slide down to bring you out at the Cell Block Entrance Hallway. When the cut scene finishes, re-enter the Cell Block and go to Ben. He gives you a File. Leave the Cell Block and go back to the kennels and down through the manhole that's in the first kennel, back past the two Giant Spiders and into the Store Room. Save your game and load up with weapons. Exit the room and go through the metal doors once again. This leads to an H-shaped room.

H-SHAPED ROOM

You now need to fight the creature that killed Ben. You see it mutate into a Giant Slug and head towards you. Start off using the Sub-Machine Gun, then the Shotgun and shoot the small critters that jump up and cling to you. When you kill this monstrosity, head over to the other door in the room and use the four chess plugs on it. Take the stairs down into the Sewer Basement one and you bump into Ada. She now escorts you for a while. Leave the sewer area, via the main doors and head to the drainage room. As you go, you need to climb up onto the ledge to get to Control Room Two – make sure you collect the two Blue Herbs on your way.

CONTROL ROOM TWO

At the far end of the room you find an Ink Ribbon next to the typewriter, and a File named Sewer Management Fax on the table along with Hand Gun Bullets on the shelf. Now push the set of large lockers up against the right wall to discover a passage that leads to a Secret Warehouse. Head into it.

SEWER B2: SECRET WAREHOUSE

Use your light on the lamp hanging on the wall. There's a clip for the Magnum on the shelf. Go into the second part of the room and light another lamp. You see the Shotgun Shells. Go back to Control Room Two. Before you get the lift down, collect the First Aid Spray.

ELEVATOR HALLWAY

At the bottom you find yourself in the Elevator Hallway. A mysterious woman shoots at you and Ada, wounding Leon. You now get



control of Ada and set off in pursuit of her. As you go down through the passage, collect the Map of the Sewer Area from the wall next to the exit to the Giant Fan.

PATH TO GIANT FAN

Run past two Giant Spiders on the left. When you've passed them, climb the ladder into the bug-infested tunnel. Run through here as fast as you can and then descend the ladder at the end.

BRIDGE ROOM

In the room with you is the woman that shot at you and Leon. At the back of the room, climb down another ladder and enter the Garbage Room. When the cut scene finishes, you regain control of Leon. Head for the Passage to the Giant Fan and go to the left, past the ladder and on to the ledge. Here you find Shotgun Shells and a Wolf Medal. Pump the spiders full of lead. Now take the exit through the metal sewer door. You can't climb through the bug-infested tunnel because the ventilation fan is spinning too fast.

WATERFALL ROOM

You're now in the Waterfall Room with two Giant Spiders. Run past them and climb onto the ledge to get to the next room. This is the next part of the Bridge Room. Use the Valve Handle on the Pressure Data Transmitter to lower the bridge, then cross and collect the two Green Herbs, the Shotgun Shells and the

Ink Ribbon. Just before you exit the room, turn the Valve Handle to raise the bridge again.

ALLIGATOR TUNNEL

When you reach the Tunnel you see Ada at the end, but as you approach, an alligator rises from the water and attacks. Go back to the door you entered and activate the control panel on the wall. A gas cylinder drops to the ground. Wait until the alligator approaches and lifts the cylinder in its mouth. Shoot the gas cylinder and it explodes. Go to the end of the tunnel and activate the electric lock on the wall to open a door. Enter and you're in the Garbage Room. Collect the items and watch the cut scene. Afterwards, go along the metal walkway to the Small Room with the dead body. Collect the Eagle Medal and the Sewer Management Diary, then leave for the Waterfall Room.

STOPPING THE WATERFALL

A Clearance Identification Device is situated on the right side of the room. Insert the Wolf and Eagle Medals into the device to stop the water flowing. This also drains the sewage area as well. You now have access across the wooden catwalk. Head for the Sky Tram Room One. When you arrive there, go over to the right side of the Tram and activate the Power Console. This enables you to open the doors on the left side.

VACANT FACTORY BASEMENT ONE

Travel on the Tram to Sky Tram Room Two. To the left is a Flare Gun – activate it with your lighter to light the room, revealing the Weapon Box Key. Collect the Key and exit to the Y-Shaped Branch Room One. Walk up the left side of the room to find Shotgun Parts, then take the right-hand side of the branch and go through the door. This brings you into the second Y-Shaped Branch Room. Take the branch off to the right. This takes you to two Green Herbs. If you take the left branch, you come to a ladder. Climb up this and enter the Factory Save Room, situated on the first floor of the Vacant Factory.

VACANT FACTORY FIRST FLOOR

In the corner of the room are Shotgun Shells and Magnum Bullets, and some First Aid Spray in the cabinet. There's an Ink Ribbon next to the typewriter.

TRANSPORT ROOM ONE

There's a box of Hand Gun Bullets next to the barrels in the back of the room, and the Map of the Factory hanging on the wall. At the far end of the room, get on the transport and get the Control Panel Key, come back off the transport and use the key on the Control Panel. This activates the Transport and lowers it down into Laboratory B4, Transport Room

Two. As you descend, Ada is struck down. The mutated William Birkin attacks. Use the custom Shotgun and stay away from his sharp claws. At the bottom in Laboratory Room B4, Claire automatically carries Sherry to the Security Room.

SECURITY ROOM

On top of the refrigerator is a Green Herb, and there's a case of Shotgun Shells in the lockers at the rear end of the room. A clip of Magnum Bullets is on the table along with an Ink Ribbon next to the typewriter. Leave the Security Room and go to the left hallway. This leads to the Main Shaft and the Main Breaker System for the entire building. On your return to Transport Room Two you face five skinless zombies. Proceed down the corridor with the red coloured lights and then into the left corridor and up to the door at the end.

TENTACLE ROOM

You're in a room with tentacles hanging down from the ventilation shaft. Open the locker on the right for a Flame-thrower and put it to good use in killing the tentacles. Next to the flickering computer monitor, you find a File named Lab Security Manual. Use the computer to switch on the Anti-BOW Sprinkler System. You discover a File on the couch named User Registration and some Blue Herbs at the side of the beds. Now climb up through the ventilation shaft from where the tentacles hung.

TENTACLE ROOM TWO

When you drop down from the shaft, you meet two Lickers. Open the metal closet at the back of the room to find two cases of Shotgun Shells, then fight the Lickers. Head out of the door and you find yourself back in the left corridor. Head along it until you come back out in the Main Shaft Room, then take the corridor with the blue-coloured lights off to the right and enter the door at the end.

COLD ROOM

Inside the Cold Room is a Fuse Case on the shelf at the back of the room. Use it on the middle computer terminal to the right of the shelves to turn it into the Main Fuse, which you can use on the Breaker System in the Main Shaft. As you head back to this section, remember to collect the First Aid Spray off of the shelves just opposite the terminal. Once you get back to the Main Shaft, use the Main Fuse to partly power sections of the Laboratories and some of the electronic doors. One of these is the door on the left corridor, so head to it. Activate the switch on the wall next to the shutter door and enter. On the other side you're confronted by two Plant Creatures which are easily defeated using the Flame-thrower. A door leads into the next room with a ladder to B5. Head through here and destroy the single Plant Creature and get the ladder down to B5.

LABORATORY B5 EVACUATION GATE ROOM

As you enter the room you need to tackle the three Lickers in the area, so use your Flame-thrower to burn them. There are three Green Herbs on the floor in the wider part of the room. Go through into the next room and the Control Centre. Pick up the map on the side by the main control panel below the video screens. Now proceed to the area outside of the Giant Moth Room and go through the metal doors into P-4 Laboratory.

P-4 LABORATORY

This is one large room with three sections. There are five zombies that are roaming the area, so be on your guard. In the first part of the room there's a Weapons Locker that can be opened with the respective key. You find parts to add to your Magnum. In the second and largest section, you need the Lab Card Key. It's on the white table. Leave and head to the Giant Moth Room.

GIANT MOTH ROOM

Use the Lab Card Key to unlock the door. Toast the Giant Moth hanging on the back wall and the small insects on the computers. Log on to the network. Enter your user name as 'GUEST' and let the computer register your fingerprint. Now leave the room and go back up the ladder into Laboratory B4.

LABORATORY B4

Go to the right corridor and open the shutter door. You discover another door, but instead use the Lab Card Key to open the door immediately to the left of shutter door and kill the zombies. On the bed to the left is a First Aid Spray. Turn the lights on using the switch on the wall to see the MO disk (second bed round the corner). As you leave, pick up the clip of Magnum Bullets.

EVACUATION

Evacuate the Umbrella Laboratories by running to the Evacuation Gate Room past the Control Centre. Use the MO disk on the Control Panel near the big door and save your game if you haven't done so for a while. With this done, continue down the corridor and enter the Transport Elevator Room.

TRANSPORT ELEVATOR ROOM

As you enter the room a counter starts, giving you five minutes to get out. Press the button on the right of the platform elevator to activate the transport elevator. At this point the mutated form of William Birkin drops from the ceiling and attacks. Kill him as quickly as possible or he turns into another mutated form and becomes twice as hard to kill. Use everything you've got to defeat him, but stay a safe distance from his razor-sharp claws. When you finally kill him, the elevator arrives. Jump on and ride it down to the Escape Train. Run forward and the final cut scene kicks in — you've finished Leon's game.



Cheat

CODE CENTRAL

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SNOW SURFERS



Alternative Clothing

Every time you beat the game with a different character, an extra outfit unlocks, giving you three outfits to choose from.

Bonuses

To unlock the Credits board, beat all five stages. Beat them again with the credits stage and you unlock the snowman.

Extra Boards

To unlock hidden snowboards, beat the top scores for each course.



MILLENNIUM SOLDIER: EXPENDABLE



Pause the game, input the following codes, and press START to unpaue. After entering the code successfully, a confirmation will appear at the bottom of the screen.

Invincibility:

↑, ↓, ←, →, X, ↑, ↓, ←, →, Y

Level Skip:

Y, Y, X, X, ←, →, ↓, ↓, ↑, ↑

Watch Ending:

←, →, ←, →, ←, →, →, ←, →, Y, X



INCOMING



When you turn on the game, press START. When the main menu appears, press ↑, ↓, ←, →, X, ↑, ↓, ←, →, Y to reveal the cheat menu. Here you may choose your starting mission, infinite lives, infinite shields, etc.



UEFA STRIKER



Unlock All Teams And Competitions

On the competition screen press ↑, ↓, ←, →, Y, Y, Y.



MORTAL KOMBAT GOLD



View Character Biographies

Enter the Kombat Theatre Screen from the Options menu. Press the R button on the character biography you want to see.

Change Clothes

Highlight a character and press Start. This will change the colour and/or the costume.

Cheat Menu

At the title screen, press ↑, ↑, ↓, ↓, ←, ←, →, →. You will hear a laugh and 'Outstanding'. Now go to the next screen by pressing START. Hold the L and R triggers and a cheat menu will be displayed. This will allow you to access the following:

Easy Endings

Fight one round to see the character's ending.

Fatal 1

At "FINISH HIM" simply press High Punch to perform fatality 1.

Fatal 2

At "FINISH HIM" simply press Low Punch to perform fatality 2.

Pit Fatality

At "FINISH HIM" simply press ↓ + High Punch to perform Pit fatality.

Danger

Life bars are at one-hit deaths.

Hidden Characters: GORO

Highlight "HIDDEN" at the bottom of the character selection screen, press L and R triggers. Continue to hold these buttons and press ↑, ←, A.

SEKTOR

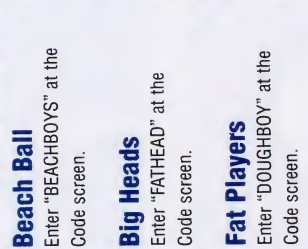
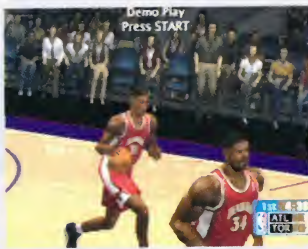
Highlight "HIDDEN" at the bottom of the character selection screen and press L trigger and R trigger. Continue to hold these buttons and press ↑, ↑, ↑, ↑, ←, ←, A.

NOOB SAIBOT

Highlight "HIDDEN" at the bottom of the character selection screen and press L trigger and R trigger. Continue to hold these buttons and press ↑, ↑, ←, ←, ←, ←, A.



NBA 2K



"Hi mom! Love, your Child." at the code confirmation screen.

Large Players

Enter "MONSTER" at the Code screen.

Sega Sports Teams

Enter "DEVILDES" at the Code screen to unlock NBA 2K, Sega Sports and Sega Teams

Small Players

Enter "LITTLE GUY" at the Code screen



SLAVE ZERO



VIRTUA FIGHTER 3TB

Fight Against The Alphabet

At the character selection screen, highlight Akira and press Start, then highlight Lau and press Start. After that, highlight Pai, hold Start and press X.

Play As The Alphabet

At the character select screen, highlight Akira and press Start, then highlight Lio and press Start. Next highlight Pia and press Start, then select any character and press A.

Play As Dural

Press ↓, ↑, →, ← and Start at the character select screen. While highlighting Dural, press A for the Silver version or Start + A for the Gold version.



CHU CHU ROCKET



Access Hard Mode Puzzles

Successfully complete all puzzles in normal mode.

Access Special Mode Puzzles

Successfully complete all puzzles in hard mode.

Access Mania Mode Puzzles

Successfully complete all puzzles in special mode.



EVOLUTION



Double Attack

Attack a monster from behind to give your characters two attacks in a row.

Bypass Dialogue

Before a move is made during a battle, press B.

Change Costumes

At the character selection screen, press X.



Invincibility

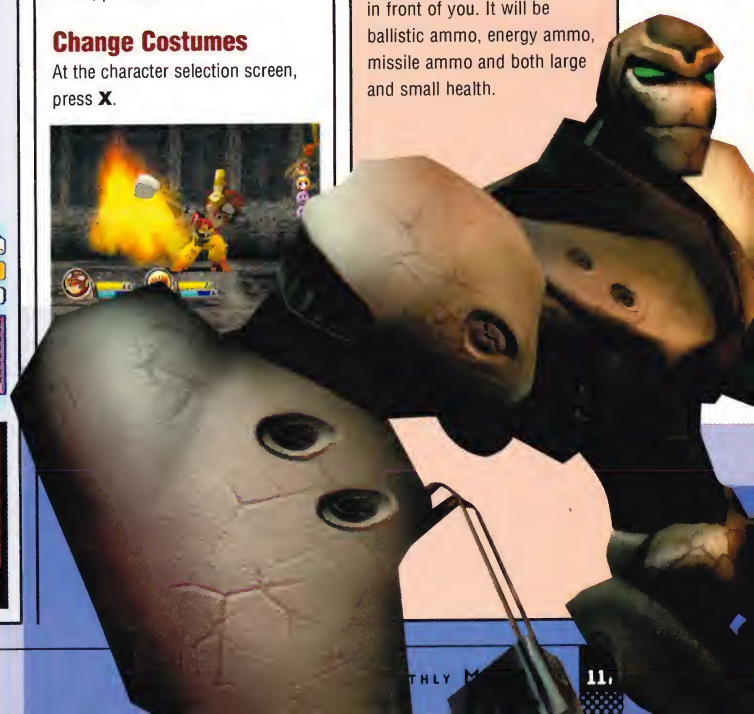
In the middle of a game, hold L+R and press the B button on the controller plugged into port B. You'll hear a special sound effect, and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it.

Infinite Ammo

Insert another controller and press X, R and L at the same time.

Infinite Ammo And Health

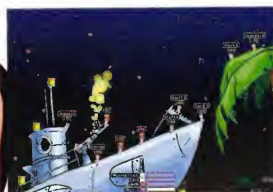
You need a controller plugged into the second controller port. In one player mode press L+R+Y and a line of ammo and health will appear in front of you. It will be ballistic ammo, energy ammo, missile ammo and both large and small health.



WORMS ARMAGEDDON

Bonus Scheme 1

Get at least bronze in all training modes to open up bonus scheme 1. To find it go to the multiplayer mode and go through the different schemes until you find one that says bonus 1. This unlocks the priceless Ming vase and the girder starter pack.



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BYTE SIZE



SOUTH PARK: CHEF'S LUV SHACK

Extra Animation

Eat every single can of Weight Gain 4000 in the Beefcake mini-game to see a bonus animation at the end.

More Mini-Games

Play as Cartman if you want a better variety of mini-games. He is the only character that can play the Rodeo and Beefcake mini-games.

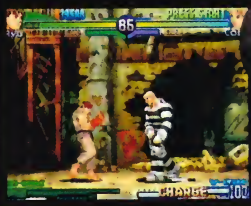
STREET FIGHTER ALPHA 3

Play As Super Gouki (Akuma)

At the character selection screen, highlight Gouki (Akuma), hold Start and press **A**.

Play As Super Vega

Select arcade, training or versus mode, then at the character selection screen, highlight Vega, hold Start and press **A**.



SHADOW MAN



Deadside Shotguns

Go to the Temple of Life in the Wasteland. Make your way to where you get the baton. Go to the altars and keep pressing action at different ones. When you get it right the message "Secret unlocked" will flash on your screen.

panel that is brown. Jump as far over as you can and jump again. You must do this the first time to get "Secret unlocked" to flash across your screen. Use the bear if you fell through, to warp back there and try again.

Pea Soup Mode

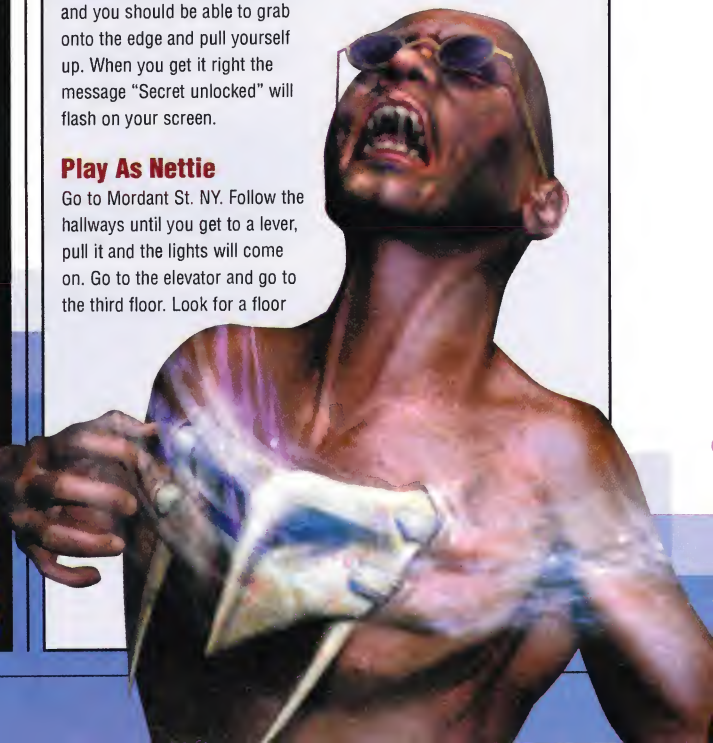
Go to the Temple of Fire. Get to the blood pool. Find the room with the ramp going up the left side of it, then leading to another bigger ramp, which leads to a button. Look to the left and you will see an opening in the wall. Jump on the railing a little above, straight by the door. Now jump and you should be able to grab onto the edge and pull yourself up. When you get it right the message "Secret unlocked" will flash on your screen.

Play As Nettie

Go to Mordant St. NY. Follow the hallways until you get to a lever, pull it and the lights will come on. Go to the elevator and go to the third floor. Look for a floor

Play As A Dog

Go to Asylum: Gateway, then jump down to the left path by the door. Follow it and you will eventually come to a room with a Govi and some boxes. Climb the boxes and get on the rafters. Jump to the second then the third. When you get it right the message "Secret unlocked" will flash on your screen.



AIR FORCE DELTA

Bonus Fighters

Complete all 20 missions to unlock the Sea Harrier, a V-8B Harrier II, F/A-18C Hornet, F-15E, Strike Eagle, Su-27B Flanker, Su-34 Platypus, S-37 Berkut and the MiG-1.44 MFI.

Pass Through Objects

Pause the game before the planes hit an object and then press **B** and **Y** to change the camera angle. Now resume the game.

Remove Text During The Replay

Hold **X** and **Y** during Replay.



VIRTUA STRIKER 2 V2000.1

FC Sega Team

To unlock the FC Sega Team go into Arcade mode and press Start on the following teams: France, Chile, England, South Africa, Germany and Argentina. The FC Sega icon will appear above the second column of teams. Select it and then beat Arcade mode (you can continue as many times as you need). FC Sega will now be permanently available in the non-arcade modes under the new menu called 'SP'.

Royal MVP Genki Team

At the Team Selection screen in Arcade mode, highlight Yugoslavia, USA, Korea and Italy, pressing Start after each. Then, highlight the new team that appears in the top corner, hold Start and press **A+B+X+Y**.

MVP Royal Genki

To unlock MVP Royal Genki in the SP menu, highlight Yuki Chan, hold down Start and press **A**. Use the same method to use MVP in Arcade mode.

Two New Stadiums

In the Stadium Select screen, before you choose a stadium, hold Start and press **A**. If you do it correctly you will play in a new stadium. To get the second one just change the stadium in the same selection screen and do the same trick. When you do this trick for some stadiums you'll play in the first stadium and in others you'll play in the second.



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Battle

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AERO WINGSPublisher **Crave Entertainment**

Players: 1-2 • Reviewed: Issue 3

6

Being the first flight sim to grace the Dreamcast format you'd expect its creator to go all out and try and set a standard high enough to make competitors quake in their collective boots. Alas Crave opted for the 'bang it out in time for Chrimbo' approach leaving quality as a mere afterthought. Basic graphics, bog standard gameplay and a bastard challenge await Red Arrow fans everywhere, so unless you go to Farnborough every year, steer well clear.

**ARMADA**Publisher **Acclaim**

Players: 1-4 • Reviewed: Issue 5

7

Armada is a challenge and a half. You're thrown into the thick of the action from the start and it takes a while to get into the swing of things. Kill enemy ships to collect money to buy weapons and become the best fighter pilot since Hans Solo graced the starry skies. Your eyes will have to be looked at after a few hours-worth of play, as the graphics and principles behind the game could leave you seeing stars. This will be one of those misunderstood games that no one thinks about buying and all we can say is - pity.

**BLUE STINGER**Publisher **Sega**

Players: 1 • Reviewed: Issue 2

8

In Sega's efforts to ensure all genres were covered on launch day Blue Stinger was on call to cover the action/adventure end of the operation. It's no Resident Evil, of that there's no doubt, but what it offers is a strong character driven game with all the elements to make it a strong back catalogue title. Forgive the slightly dodgy control system and you've got a game to keep you going while you're waiting for Res Evil Code: Veronica.

**BUGGY HEAT**Publisher **Sega**

Players: 1-2 • Reviewed: Issue 3

5

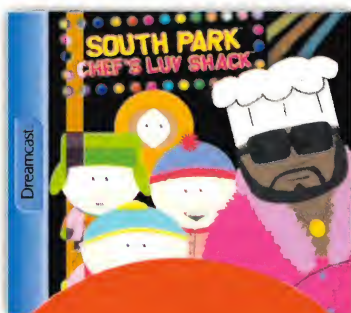
How could Sega do it? Surely they wouldn't rely on the new technology behind Dreamcast to sell a hunk of junk masquerading as a decent game? Well it looks like they did and Buggy Heat is that hunk of junk. Graphically uninspired and fundamentally flawed in both control and challenge. We'd like to think that Sega look back on this and hang their heads in shame. 'Why did we put our name to this pile of poo?' they'll say.

**CHEF'S LUV SHACK**Publisher **Acclaim**

Players: 1-4 • Reviewed: Issue 3

6

It contains all the voices of the crazy South Park crew, perfect cartoon animation and all the comedy touches that made the series the success it is. But... It's just a bloody quiz game with a few mildly amusing sub-games stuck on the side. In its defence it's a great way to end an evening down the pub (as long as you're a fan) and it is available at a slightly knocked down price. But that's your lot.

**DYNAMITE COP**Publisher **Sega**

Players: 1-2 • Reviewed: Issue 3

6

Another terrible embarrassment for Sega here and not enough in its defence to save it from various EB bargain bins around the country. Though there's an abundance of different moves and combos on offer there just aren't enough stages to keep any player entertained for more than a couple of hours. Multiplayer mode might warrant another bash, but half an hour later you're going to be done. Don't cause your wallet any unnecessary pain - it's just not worth it.

EVOLUTIONPublisher **Ubi Soft**

Players: 1 • Reviewed: Issue 5

4

Hmmmm, a bit of a disappointment, then. We've seen the next generation of RPG now and it's called Full Reactive Eyes Entertainment. It's frustrating to see old-style role playing games when the Dreamcast gives developers the opportunity to deliver games such as Shenmue. Cartoon-style characters, turn-based battle scenes, monsters, minions and spell casting - classic, as long as you like that kinda thing. So it received the not-so-good score of four out of ten, a pity as some gamers like the traditional RPG formula, but the best is surely yet to come.



**DON'T CAUSE
YOUR WALLET
ANY UNNECESSARY
PAIN - IT'S JUST
NOT WORTH IT**

F1 WORLD GP

Publisher Video Systems

Players: 1-2 • Reviewed: Issue 3

6

Video Systems have been creating F1 games for quite a while now. They've had several successes on the PSX and N64 but F1 World GP on the Dreamcast really isn't going to join those ranks. There are several reasons for this (including twitchy controls and bog standard graphics), but the biggest and most unforgivable is the slowdown that occurs with heavy traffic. Monaco GP doesn't have that problem so why should this? The Dreamcast is capable of so much more.



FIGHTING FORCE 2

Publisher Eidos

Players: 1 • Reviewed: Issue 4

8

While not as easy on the eye as luscious Lara Croft, Hawk Manson (star of Fighting Force 1 and 2) offers some sharp moves, a cool first-person mode and loads of macho attitude. Though at heart the game's a scrolling beat-'em-up, FF2 has some adventure elements to keep you on your toes. Graphically speaking it offers some excellent locations for fisticuffs but is let down at times by bland opponents. It's not gonna win any awards, but it's got more than enough to keep fans happy until the likes of Soul Reaver hits the street.



HYDRO THUNDER

Publisher Midway

Players: 1-2 • Reviewed: Issue 3

7

With the Dreamcast already being over-run with various types of driving games, Midway had to come up with

something different and there's no doubt they managed it with Hydro Thunder. Super speedboat racing complimented with super cool graphics and sound FX really gets things off on the right foot. But

having only one game mode and frustrating gameplay kind of levels things out though. Moments of genius and hair tugging alike.

MOMENTS OF
GENIUS AND HAIR
TUGGING ALIKE

INCOMING

Publisher Infogrames

Players: 1-2 • Reviewed: Issue 1

8

Incoming represents the upside of direct PC ports. It's good looking, very playable and probably more suited to a console anyway. What it lacks in tactical depth it makes up for with arcade style action. Loners may find it a little repetitive, but split-screen mode works well and as a post pub blast it's hard to beat. Big on booms, small on brains, with stripped-back gameplay that's light on its feet and heavy on visual action, Incoming's a cheery bimbo who's so pretty you can't help but love her. A must for flight sim fans.



JIMMY WHITE'S 2: CUEBALL

Publisher Virgin Interactive

Players: 1-2 • Reviewed: Issue 3

8

Cueball's developers, Awesome, have almost lived up to their name, with this splendid snooker simulation. Obviously it doesn't test the Dreamcast's powers, but the physics are spot on, and the graphics genre leading. The game suffers a little without the aid of a mouse, but play still runs smoothly enough. As our only current sim, it's out on its own and endlessly entertaining, not unlike Jimmy himself.



MARVEL VS CAPCOM

Publisher Virgin Interactive

Players: 1-2 • Reviewed: Issue 3

7

On a console well known for its leading 3D fighters, 2D battles on. And with more shine and variety than Street Fighter Alpha 3, MVC is perhaps the best of the bunch. The 15 cartoon super heroes will take a splendidly long time to master and there's no shortage of big spangly moves. An all-new four-player tag-team option is also a great bonus. The controls can take some getting used to, but as 2D fighters go it's a bit of a Marvel (and a bit of a Capcom as well).



MILLENNIUM SOLDIER: EXPENDABLE

Publisher Infogrames

Players: 1 • Reviewed: Issue 1

8

Expendable veers away from the current fashion of 3D shooters. Its developers, Rage, aimed to recreate the best elements of classic shooters like Ikari Warriors and Commando, and they've mainly succeeded. Deep it ain't, and it could have been prettier, but there's plenty of heavy blasting action to disperse life's little stresses. Get a mate to fight alongside you and you've got yourself a much better game.



MORTAL KOMBAT GOLD

Publisher Midway
Players: 1-2 • Reviewed: Now we have **4**

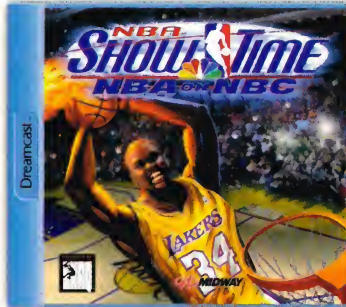
When DCM had to rank all the Dreamcast games of 1999, all war broke out. With Soul Calibur at hand, the number one placing was easy, but the lowest position, number forty-one, was a different matter. How do you decide which is the worst of two games with no redeeming features? Well somehow MKG managed to fend off Psychic Force 2012, but all this means is that it's less exceptional at being crap. Even worse than the film.



NBA SHOWTIME

Publisher Midway
Players: 1-4 • Reviewed: Issue 4 **4**

As a direct port from the classic NBA Jam arcade series, there's plenty of simple button bashing fun, and a top-notch multiplayer mode. Unfortunately the game hasn't been sufficiently tweaked to suit the needs of the more demanding console player, especially when that console is the Dreamcast. There's a distinct lack of options and the graphics are substandard. With four players the game really comes to life, otherwise, there's just no pulse.



NFL BLITZ 2000

Publisher Midway
Players: 1-4 • Reviewed: Issue 4 **8**

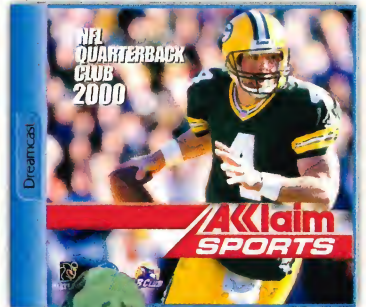
A splendid arcade style title that does away with complicated plays and lets you straight into the action. And the control system mirrors this simplicity, using only three buttons for a wide variety of actions. Graphically it's less inspiring, but with such rich and smoothly flowing gameplay, who cares? As any toothless player will tell you, it's beauty on the inside that counts, and Blitz 2000's bursting with it.



NFL QUARTERBACK

Publisher Acclaim
Players: 1-4 • Reviewed: Issue 4 **7**

Where Blitz 2000 is a big dumb (but good) blocker, Quarterback is a more sophisticated, well, Quarterback. Exhibition, Playoff, Season, Historic Sim, Custom Sim and Practice modes allow you to recreate all the game's complexities to an impressive degree. So if you're looking for a hard-core sim, this one's for you. Otherwise look left a couple of inches, and save yourself a lot of hassle.



PEN PEN

Publisher Infogrames
Players: 1-4 • Reviewed: Issue 3 **7**

If mutated penguin racing is your game, this'll be right up your street. It's one of those weird concepts that just doesn't make sense outside of Japan. Anyway, just for the record there are seven Pen Pens, twelve tracks and a multiplayer mode for those willing to disclose their ownership to others. I don't know, maybe I just don't get it. Maybe there's a hidden message, like that song: Lucy in the Sky, with Diamonds...

IF MUTATED PENGUIN RACING IS YOUR GAME, THIS'LL BE RIGHT UP YOUR STREET



POWER STONE

Publisher Eidos
Players: 1-2 • Reviewed: Issue 1 **8**

Perhaps the first game to really show the Dreamcast's true colours, Power Stone is a must for all beat-'em-up fans. If you don't already know, it's a one on one fighter with a difference. A series of three different gems appear periodically around the screen. Grabbing them (or beating them out of your opponent) enables you to unleash a wider range of attacks. Backgrounds are also highly interactive and there's a large arsenal of weapons to be found. The only problem with this game is Soul Calibur, which is better.



PSYCHIC FORCE 2012

Publisher JVC
Players: 1-2 • Reviewed: Not worth it **4**

Oh dear, Potato seem to have had a fair few problems with their Dreamcast debut. It's awkward, ugly and quite frankly, crap. A benchmark in failure. As much fun as stepping in doggy doos, slipping up, and then falling in it. Am I getting through? Its main achievement was being voted the worst game on the Dreamcast in '99. Let's hope it retains that lowly title for many years to come.





RACING SIMULATION: MONACO GRAND PRIX

Publisher Ubi Soft

Players: 1-2 • Reviewed: Issue 1

7

Isn't it frustrating how the Japanese get everything first? Well Monaco GP presents one of those rare occasions when we actually benefit from the delay. The once bland game received a vital facelift before its UK launch, and now looks superb. The lack of a licence means true F1 fans might feel a little lost, but there are plenty of redeeming features. Simulation Mode is impressively realistic and Arcade Mode instantly playable. A pretty good start as the Dreamcast's premiere sim.



READY 2 RUMBLE

Publisher Sega

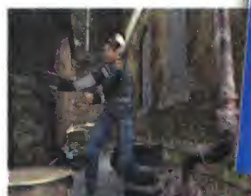
Players: 1-2 • Reviewed: Issue 3

9

The game that made the Dreamcast's launch rumble. This was the only title to really fight its corner in the all format charts, and for many good reasons. Each cartoon-like boxer is superbly animated and full of character making competitive matches that little bit more personal. In Championship Mode you get a gym and three characters to train. But look, this game's just way too big to be summed up here, so go the distance down to the shops and you'll come back a winner.



RESIDENT EVIL 2



Publisher Virgin Interactive

Players: 1 • Reviewed: Issue 5

7

It's already had its day on the PlayStation and now for some reason Virgin have decided to keep the momentum going on the Dreamcast before we're treated to Code Veronica. There's probably no need to tell you that it will always have a

special place in all of our hearts, but there's just nowt new to get your teeth into. All the characters are still there, namely Claire Redfield, and the Umbrella Corporation is still up to its old tricks. Need we say more? Get yourselves a copy if you've never before experienced what is 'Res Evil', otherwise bide your time folks – it'll be worth the wait.

SEGA BASS FISHING

Publisher Sega

Players: 1 • Reviewed: Issue 3

8

128 bit technology, online gaming and, er, fishing. But not just any old fishing. This is undoubtedly the most comprehensive, realistic and enjoyable fishing game ever. Arcade Mode involves catching as many bass as you can in one of three areas: Lodge, Cape and Inlet. Original Mode allows you to take part in the SBFA Amateur Tournament, including five stages set during morning, noon and



evening. Leave your wellies in the loft and give Sega Bass a go – I guarantee it'll reel you in.

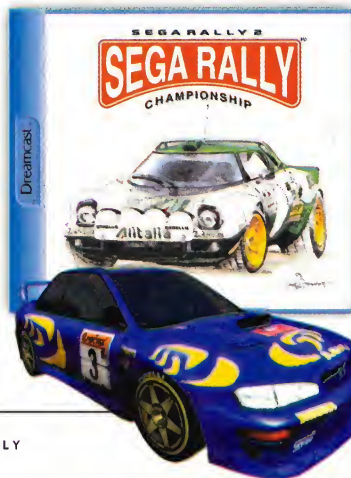
SEGA RALLY 2

Publisher Sega

Players: 1-2 • Reviewed: Issue 1

8

Sega's flagship racer is everything you'd expect, with heaps of cars and tracks and gloriously sharp graphics. There are loads of nice touches including ostriches running across the tracks and onlookers playing chicken with your car. Slowdown, although rare, is evident and there could have been more of a challenge, but these factors barely detract from one of Sega's many leading arcade experiences. This will always remain a classic.



RE-VOLT

Publisher Acclaim

Players: 1-4 • Reviewed: Issue 4

8

Twenty toy cars have Re-Volted against their captors and made for a pretty creative racing game. The PlayStation version was at best unremarkable but 96 extra bits have made all the difference. There are 20 cars altogether and a wealth of weapons including water bombs, fireworks, turbos, oil and electrical charges which drain your opponents' batteries. There are slight glitches with the handling, but a big bag of original touches puts Re-Volt in a league of its own.



SEGA WORLDWIDE SOCCER 2000

Publisher Sega

Players: 1-4 • Reviewed: Issue 4

8

After UEFA Striker's delay, Sega Worldwide Soccer has come along and given it a sharp kick in the shins. It's a splendid marriage of the SWS series' arcade style and Silicon Dreams' more sophisticated approach (two halves, you might say). While a quick start option allows you straight into the action, all the options are there. You can set up the camera, select the environment, look, teams, tournaments and even indulge in customisation procedures. With intuitive controls and genre-leading graphics SWS is firmly the Dreamcast favourite.



SHADOW MAN

Publisher Acclaim

Players: 1 • Reviewed: Issue 4

9

You play the part of a student-turned-assassin who has been given the chance to atone for his sins by saving mankind from impending doom. Armed with various weapons and devices you can blast and flame your enemies and even look them up in secret FBI files. The character movement has been noticeably improved since earlier versions, with quicker responses and less slugging around. If you can handle an irritating camera and a big dose of trial and error, you'll quickly find yourself trapped in this wonderfully hideous world.



SLAVE ZERO

Publisher Infogrames

Players: 1-4 • Reviewed: Issue 5

8

Infogrames are just pulling out those decent games right, left and centre at the moment. Showcased in issue 5, Slave Zero is a feast for your eyes. You take control of a 60-foot biomechanical war machine to put an end to an evil dictator's cunning mission to take over the city of S1-9. Loads of destructive weaponry, 13 levels and graphics to salivate over – what more could we possibly want? Online playability perhaps? Four players can have a bash at Deathmatch mode which will suffice. A worthy score for such an action-packed game.



13 LEVELS AND GRAPHICS TO SALIVATE OVER – WHAT MORE COULD WE POSSIBLY WANT?

SNOW SURFERS

Publisher Sega

Players: 1-2 • Reviewed: Issue 2

6

Following the success of the PlayStation trilogy, the Dreamcast should have taken Cool Boarders to another level. Unfortunately something has gone very wrong and the UK version has been renamed Snow Surfers. There are seven courses all together: pretty meagre compared to Cool Boarders 3's 36. On top of this the game's music and image is generally more 'acceptable' than 'cool'. Graphically it's top drawer, but there just isn't enough depth or playability to warrant the asking price.



SONIC ADVENTURE

Publisher Sega

Players: 1 • Reviewed: Issue 1

9

Sega's flagship 'hog returns in his first 3D adventure, with splendid success. Aside from Sonic there are five characters to control, each with their own tailored abilities. You can also control a robot called E102 GAMMA, along with his laser guided weaponry. There are three massive adventure areas to explore: Station Square, Mystic Ruins and the Egg Carrier (Dr Robotnik's space ship). Despite unfortunate technical glitches, including an irritating camera, Sonic has firmly recaptured his post at the forefront of platform and adventure gaming.



SOUL CALIBUR

Publisher Sega

Players: 1-2 • Reviewed: Issue 1

9



Probably the best beat-'em-up in the World. No, just kidding, this IS the best beat-'em-up in the World, and by quite some distance. Having ruled the PlayStation with their Tekken and Ridge Racer series, Namco have already established themselves as masters of the next generation. Soul Calibur is simply the most playable, challenging and graphically awesome game ever. It laughs in the face of Virtual Fighter 3tb, allowing you to run in eight directions around the ring. If you haven't already got it, well, I don't know why we bother.

SOUL FIGHTER

Publisher Mindscape

Players: 1 • Reviewed: Issue 3

8

After the disappointment of Dynamite Cop, the Dreamcast was still in need of a decent scrolling beat-'em-up and Soul Fighter fits the part nicely. Choose either a warrior, a magician or a girlie, ignore the sketchy plot and kick some serious monster arse. The lack of a two-player mode is a real downer, but there's plenty of challenge which goes some way make to making up for it. A great example of old school action polished up by your Dreamcast.



SPEED DEVILS

Publisher Ubi Soft

Players: 1-2 • Reviewed: Issue 2

9

Speed Devils is an American muscle car racer with a twist. Your base in Championship Mode is the garage, from which you can purchase and upgrade up to three cars at a time. To progress through the game you'll need some cash, which can be earned in several ways including spending the most time in the lead, busting police radars, winning the race and winning bets set by your opponents. There are 12 cars, 13 tracks and a great multiplayer mode.





STREET FIGHTER ALPHA 3

Publisher: **Crave Entertainment**
Players: 1-2 • Reviewed: Issue 3

6

Street Fighter Alpha 3 is, well, Street Fighter Alpha 3. It holds very little over the PlayStation version, aside from small graphical tweaks and a bundle of extra game modes. On the plus side there are hundreds of moves, but some are a little awkward to pull off. If you're a big fan of the genre and 2D doesn't bother you this will certainly keep you happy. Otherwise, leave well alone.

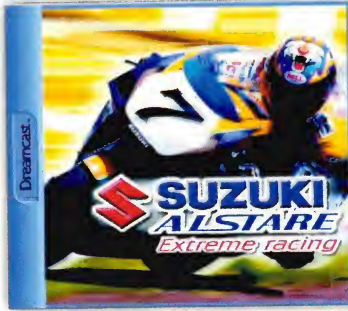


SUZUKI ALSTARE

Publisher: **Ubi Soft**
Players: 1-2 • Reviewed: Issue 3

8

Speed demon developers Criterion had one main objective here: to make the fastest, smoothest racing game around. They've recreated the Suzuki Alstare team along with six GSXR's, from the standard 600 to the insane superbike 750. The game manages to blend top drawer arcade action with a very realistic edge drawn from Suzuki's considerable input. The helmets and bikes are modelled from the real things, the tracks are entirely fanciful. Handling is oversimplified, but the speed is totally pure.



TEE OFF

Publisher: **Acclaim**
Players: 1-4 • Reviewed: Issue 5

8

What a cool game. Whether you've just got back from the pub or you just want a quick round, this title is satisfyingly tasty enough for your gaming palette. It's very cartoon-style (not dissimilar to Everybody's Golf on the PlayStation) and the intro sequence screams Japanese from all crevices. Loads a game modes, nice-looking characters and if the backgrounds were a little less basic it would almost be worth a nine out of ten.

Four player is almost too competitive, so be careful not to lose your closest friends. Someone's going to have to go a long way to better this golf game.



SOMEONE'S
GOING TO
HAVE TO GO
A LONG
WAY TO
BETTER THIS
GOLF GAME



THE HOUSE OF THE DEAD 2

Publisher: **Sega**
Players: 1-2 • Reviewed: Issue 1

8

Sega's classic arcade shooter has been brilliantly converted to the Dreamcast. There are no discernible graphical differences and all the gory violence remains. Take out the monsters and look after the innocent people to find the quickest route to the evil inventor Goldman. Enemies range from face-sucking frogs to axe wheeling zombies. It's annoying that you have to start the game from the beginning every time you lose, but it's still the sharpest shooter around.



TOKYO HIGHWAY CHALLENGE

Publisher: **Crave Entertainment**
Players: 1-2 • Reviewed: Issue 3

6

Pick one of 24 cars and race along Tokyo streets at night. Sounds great, and for a while it is, but as you make your way through 134 different opponents, the action all becomes a bit samey. The courses are well designed, but when compared to Speed Devils there just isn't as much variety. Winning and losing is determined by a time-lag system: fall too far behind and you've lost and vice-versa. Graphically flawless but lacking any real depth.



TOY COMMANDER

Publisher: **Sega**
Players: 1-4 • Reviewed: Issue 2

9

Toy Commander surely rules the realm of original gaming concepts. You must lead your toys through increasingly tricky tasks to prove you're still the boss. And toys being toys, normal rules don't apply: you can survive massive falls and collisions and even drive up the walls. In gameplay terms there's a bit of everything, from frantic Mario Karting through to Tomb Raideresque progressive platforming and exploration. A splendid compound of all you love about games.



TRICK STYLE

Publisher: **Acclaim**
Players: 1-2 • Reviewed: Issue 2

9

With their stunning Dreamcast debut, Criterion have lifted snowboarding to a new level. There are nine cyberpunks to control, each with their own stats on speed, strength, power, and skill. Five boards are available from the start and more can be earned by beating the bosses. There are loads of courses spread over several different countries including the UK, USA and Japan. Graphically it's up there with Sonic and a comprehensive two-player mode is the icing on the cake.



UEFA STRIKER

Publisher Infogrames

Players: 1-4 • Reviewed: Issue 2

8

With Expendable and Le Mans already under their belt, Infogrames have marched proudly (if a little late) onto the pitch. In pure gameplay terms this can't hope to better ISS Pro, and you might find the controls slightly awkward at first as well, but given a chance, Striker does have its moments. Some areas of play, such as shooting, have been made easier and the game flows well too. But let's not sell it short. UEFA Striker is a great looking game that offers a quite deep yet still highly enjoyable sporting experience.

**VIGILANTE 8: SECOND OFFENSE**

Publisher Activision

Players: 1-4 • Reviewed: Issue 5

6

It's just a whole lotta gun blasting, truck chasing drivel. No, that's unfair, it's really not that bad but it doesn't come close to the original effort found on the PlayStation. The best feature by far is the multiplayer where up to four of you can slog it out - it's stress relief if nothing else and as Simon so rightly said last issue: 'It lacks soul'. Graphics are good there are lots of characters to choose from and a whole host of weapons for the taking, but it just ain't got what it takes to make the Dreamcast grade - sorry!

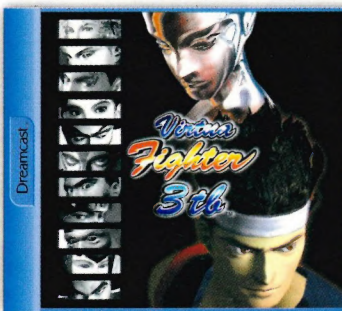
**VIRTUA FIGHTER 3TB**

Publisher Sega

Players: 1-2 • Reviewed: Issue 1

7

Perhaps the weakest of Sega's flagship games, Virtua Fighter 3tb seemed to suffer somewhat from hurried development and testing. All the usual fighters are present along with a decent gathering of fresh characters, but graphically the title already looks dated. The lack of twin shoulder buttons on Sega's pad also causes problems. Even though it was a launch title, beat-'em-ups have since progressed leaps and bounds. Basically Virtua's generally a solid title, but it's dramatically dwarfed by the likes of Soul Calibur.

**VIRTUA STRIKER 2: VERSION 2000.1**

Publisher Sega

Players: 1-2 • Reviewed: Issue 5

4

Virtua Striker has always been welcomed with open arms in the arcades and with the Dreamcast around it's an easy cash in to make by releasing this title. But give us UEFA Striker or Worldwide Soccer any day, we say, as although this is a big, flash example of what the DC can do there simply isn't a playable game attached. It hasn't got a very pick-up-and-play philosophy, you just take thrashing after thrashing; learning curve? What learning curve? Looks good. Plays bad.

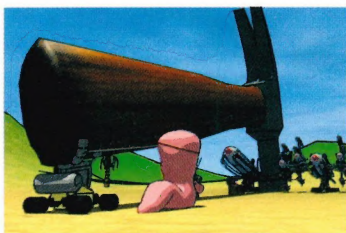
**WORMS ARMAGEDDON**

Publisher Hasbro

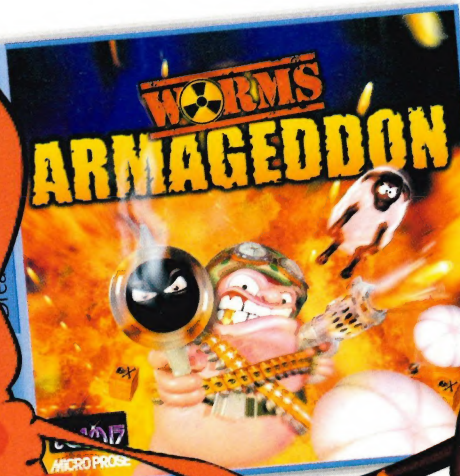
Players: 1-4 • Reviewed: Issue 4

8

With more weapons, redesigned terrains and extra game modes this classic title is best on the Dreamcast. There are now fifty five weapons, including new additions such as the skunk, which detonates with a potent pong that leaves your opponents spluttering for the rest of the game. All the usual options are there allowing you to name your own worms (Jarvis, Joe Brand, @?@*?! etc.), set a time limit on the completion of each move and, of course, choose your team's special weapon. Splendid.



THIS CLASSIC IS
THE BEST ON THE
DREAMCAST

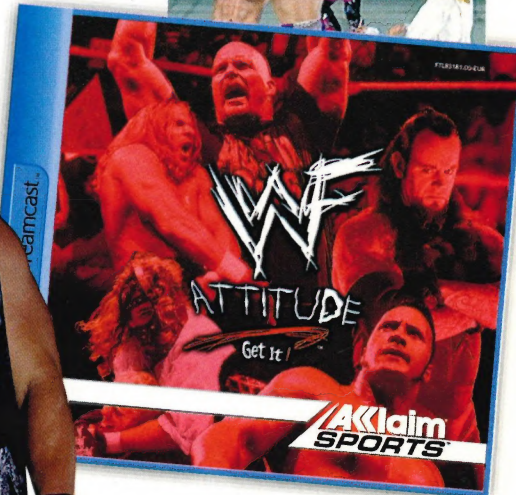
**WWF ATTITUDE**

Publisher Acclaim

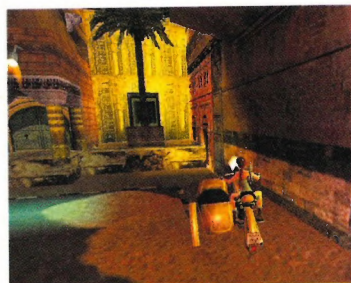
Players: 1-2 • Reviewed: Issue 4

6

This should have been a wrestling revolution, but sadly it's far from it. All the faves are there, including Stone Cold Steve Austin, Farooq, Al Snow, Val Venis, Goldust, The Rock, Tripple H, Mankind Kane, The Undertaker and even the late Owen Hart. You can also recreate most of the specialist match types of the WWF. Unfortunately Acclaim's licensing deal had almost expired and there was no time to improve the game during its port from PlayStation to Dreamcast, resulting in substandard graphics and a general 32 bit feel.



next month



Tomb Raider: The Last Revelation

Check her out in our giant
showcase next issue...



dreamcast
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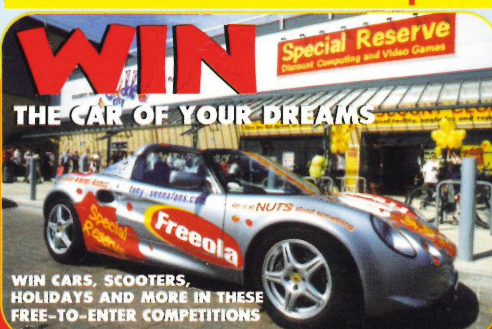


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